

ACE

- AMIGA •
- PC • ST •
- MEGADRIVE •
- GAMEBOY •
- LYNX •
- SUPER •
- FAMICOM •

ADVANCED COMPUTER ENTERTAINMENT

AMIGA EXCLUSIVE LOTUS 2

INSIDE
10 PAGES
of Lotus 2
Reviews!



Gremlin's gas guzzlin'
limit breakin' tyre
squealin' SEQUEL!

CHOPPER ASSAULT!

Core's Thunderhawk
outguns the enemy.



BALLS!

Jimmy White's
Whirlwind Snooker.

EXCLUSIVE! BULLFROGGER

Amazing secrets from the
PitoverMonger team.

TRICKS 'n' TACTICS

Playguides, pokes and cheats for
Gods, Monkey Island,
Super Mario World, Space Quest IV,
Prince of Persia, Border.

LATEST TITLES REVIEWED & REVIEWED INCLUDING: EYE OF THE STORM, MEGATOWNS, THUNDERBARK, JIMMY WHITE'S WHIRLWIND SNOOKER, CASTLES, CONFUSION, SILEN STORM, MAGPIE ISLAND, BLAST BUSTERS, BIG WILD WINDS, HATERS, G-DIG, HALLIE WHEEL, PACKMAN, PRINCE OF PERSIA, S-TYPE II & JUPITER S-TYPE FACE SET... AND MANY, MANY MORE!



HUNTER

ADAPT TO SURVIVISE

The Hunter is close behind enemy lines, without a
options, and the expertise to complete gross m
His only accomplices are the weapons, and not a
dimensional universe; his objectives: to attack, survive



MISSION
394 - KST - 95
CODENAME
H-UNTER

ACTIVISION

HUNTER

WE SEEK TO DESTROY.

With versatility to make best use of a wide range of
able to execute missions, the Hunter is a breed apart.

Its, state-of-the-art structures found in his amazing three-
-attack - survive. The Hunter has the will to win. Do you?



VISION

Available in September on Amazon & Asan BT

to the market. The company's revenue is expected to reach \$100 million in 2006, up from \$75 million in 2005. The company is also expected to report a profit of \$10 million in 2006, up from a loss of \$5 million in 2005.

The company is also expected to report a profit of \$10 million in 2006, up from a loss of \$5 million in 2005. The company is also expected to report a profit of \$10 million in 2006, up from a loss of \$5 million in 2005.

The company is also expected to report a profit of \$10 million in 2006, up from a loss of \$5 million in 2005. The company is also expected to report a profit of \$10 million in 2006, up from a loss of \$5 million in 2005.

The company is also expected to report a profit of \$10 million in 2006, up from a loss of \$5 million in 2005. The company is also expected to report a profit of \$10 million in 2006, up from a loss of \$5 million in 2005.

The company is also expected to report a profit of \$10 million in 2006, up from a loss of \$5 million in 2005. The company is also expected to report a profit of \$10 million in 2006, up from a loss of \$5 million in 2005.

The company is also expected to report a profit of \$10 million in 2006, up from a loss of \$5 million in 2005. The company is also expected to report a profit of \$10 million in 2006, up from a loss of \$5 million in 2005.

The company is also expected to report a profit of \$10 million in 2006, up from a loss of \$5 million in 2005. The company is also expected to report a profit of \$10 million in 2006, up from a loss of \$5 million in 2005.

The company is also expected to report a profit of \$10 million in 2006, up from a loss of \$5 million in 2005. The company is also expected to report a profit of \$10 million in 2006, up from a loss of \$5 million in 2005.

reviews

BY JEFFREY H. WILSON

BY JEFFREY H. WILSON

The company is also expected to report a profit of \$10 million in 2006, up from a loss of \$5 million in 2005. The company is also expected to report a profit of \$10 million in 2006, up from a loss of \$5 million in 2005.

The company is also expected to report a profit of \$10 million in 2006, up from a loss of \$5 million in 2005. The company is also expected to report a profit of \$10 million in 2006, up from a loss of \$5 million in 2005.

The company is also expected to report a profit of \$10 million in 2006, up from a loss of \$5 million in 2005. The company is also expected to report a profit of \$10 million in 2006, up from a loss of \$5 million in 2005.

The company is also expected to report a profit of \$10 million in 2006, up from a loss of \$5 million in 2005. The company is also expected to report a profit of \$10 million in 2006, up from a loss of \$5 million in 2005.

The company is also expected to report a profit of \$10 million in 2006, up from a loss of \$5 million in 2005. The company is also expected to report a profit of \$10 million in 2006, up from a loss of \$5 million in 2005.

The company is also expected to report a profit of \$10 million in 2006, up from a loss of \$5 million in 2005. The company is also expected to report a profit of \$10 million in 2006, up from a loss of \$5 million in 2005.

The company is also expected to report a profit of \$10 million in 2006, up from a loss of \$5 million in 2005. The company is also expected to report a profit of \$10 million in 2006, up from a loss of \$5 million in 2005.

The company is also expected to report a profit of \$10 million in 2006, up from a loss of \$5 million in 2005. The company is also expected to report a profit of \$10 million in 2006, up from a loss of \$5 million in 2005.



VR headsets are becoming more popular.



People are using computers more often.



People are using laptops more often.

BULLFROGGER

Ready for a new kind of bullfrog, top developers of indie games like *Popcorn* and *Thousandiger* long to produce their own Frogger game? What an earth is going on?

Well no. Straight up, on the level, no kidding we're in on this up and up. This, dear reader, is the game Bullfrogger would really like to produce.

In the first in an occasional series, six indie game programmers team they up with the benefit of their silly smart techniques, put together their favorite games of yesteryear.

Start on page 48



THUNDERHAWK



It's the Thunderhawk of World War II, the world's most powerful assault helicopter. Now it's back in the world's most powerful assault helicopter. The Thunderhawk is the most powerful assault helicopter in the world. The Thunderhawk is the most powerful assault helicopter in the world. The Thunderhawk is the most powerful assault helicopter in the world.

Available on
PC, Xbox 360,
PS3, Wii, and
Nintendo DS.



EA GAMES
THUNDERHAWK
PC
XBOX 360
PS3
WII
NINTENDO DS

NEWS GAMES NEWS

Rik Haynes with more out of this world stories...

Take The A-Train

If you're bored with being a Railroad tycoon, why not take the A-Train? This truly innovative simulation is winning its way over from Japan. SimCity creator Maxis has picked up the European and North American rights and is busily working on a PC adaptation which it hopes to release early next year.

Superficially, A-Train from Amsoft is the Japanese version of the popular Microsoft game—except in Railroad tycoon you just tried to get rich with the train, whereas you're trying to be a good city administrator. You have to make money, buy land, put in your rail and run the trains. Simple, eh?

"That's sort of us being naive, eh?" remarks Maxis' Ken Pitt. "This isn't just a train, it's not just the train moving around and the buildings growing and anything. There's all kinds of detail going on. They're eye-piercing for the amusement park, and all sorts."



The A-Train takes transport simulation to new heights, from the train to a virtual city's surrounding areas. Maxis' Ken Pitt says that the game is a real eye-piercer for the amusement park.

The Rescue Of Princess Blobette

The folks behind Outlawing the story of the award-winning A-Train and the Blob: The Rescue of Princess Blobette for the Game Boy have been licensed by Nintendo itself for release in Europe later this year.

Why have folks like Maxis and his Game Boy compatriots not been in a licensed game adventure making their way to the Royal Courts of Nintendo? Managing the traps and secret areas, the player must rescue the Princess from the clutches of an inoperable Blobette and use his witsy abilities to escape!

Absolute Entertainment's The Rescue of Princess Blobette is the creation of David Crane. This veteran video game designer gave us the remarkable Pitfall! adventures and Little Computer People when he worked for Activision. Crane is now completing development of a new Simpsons Game Boy title for Activision.



Star Wars' iconic characters are a guaranteed success story.

Star Wars

ACE has relatively great Lucasfilm Games in California is currently working on a Star Wars title described based around the renowned motion picture.

Many of the best designers and programmers at Lucasfilm Games have been assigned to the project which focuses on the most exciting Star Wars film to date. Inspired by the original movie, although development will heavily feature, ACE has suggested the game is already looking like a perfect blockbuster. The plot in the graphic engine based in Star Wars: The Empire of the Light Saber (written elsewhere in this issue) has been refined beyond recognition and used to create the realistic imaging of Imperial Troop Fighters and Star Destroyers. The Millennium Falcon may even make a special guest appearance along with a few Star Wars characters. Star \$2.00 and 0.899.

Lucasfilm Games and previously enjoyed considerable success with their Planet Wars and Indiana Jones and the Last Crusade games for the PC, Amiga and ST. Although based US \$200 besides these prestigious products in the UK. Unfortunately, nobody there could draw any light on the matter of an A-Train title.

The Director of Lucasfilm Games confirmed the existence of the new Star Wars project and added the company isn't "definitely committed" to it, yet if the project is given, PC players could be attacking the Death Star within a year.

Meanwhile, Phoenix Box Ubisoft is developing a Star Wars title for the Nintendo Game Boy, indicating us that this handheld game will be similar to the NES success release of Star Wars. Also for an extreme release from Lucasfilm Games and (PC) Medical Industries (see A16 A2 for further details). It appears that Microsoft will be the one to bring the big video game and Star Wars will be one of the most exciting Game Boy titles available.



LEATHER GODDESSES OF PHOBOS 2: THE GAS PUMP GIRL? (Screenshot courtesy of the publisher, Dark Castle)

Leather Goddesses Of Phobos 2: The Gas Pump Girls

Are you ready to be entertained by the Gas Pump Girls? Attention is just to launch another installment of Phobos 2 from your computer PC collection. A CD-ROM version is also on the way.

The state-of-play has tremendously changed since the release of the original game. To compete with the flow of more realistic low resolution games, Dark Castle has enhanced the concept with 3D-rendered VGA graphics, hundreds of scenes of colorful, digitized video sequences, a game-over-link interface for scenarios which can speak the language through the most recent trends. The final feature Multimedia Adventure Game has been designed by Steve "Dark Zone" Winchey.

Like a typical female, Leather Goddesses of Phobos 2 uses a small, like American team but released by a committee and an office insider. Only the military and a group of attractive gas pump girls can save the day. (Age girl just made it in the job, obviously!)

Attention is changing it. This (the Sex Based Adventure) adapted to play scripted events through the parallel part in your PC.

Reference is to making better. Super VGA is the first part of the graphics system. Double resolution of format. It is the only one that can be used in the game. The only one that can be used in the game. The only one that can be used in the game. The only one that can be used in the game.

When games appear, attention is your most serious. The only one that can be used in the game. The only one that can be used in the game. The only one that can be used in the game. The only one that can be used in the game.

Dune

Before we create Two Parts, will director David Lynch attempt an epic and movie based on a Frank Herbert book. Such may take long time to get but the result will be a masterpiece. With the concept in game development in the work, might

Frank make but to continue the tradition but hopes that's where the stability will be.

With developers in the USA the Phobos will be a separate strategy. With, Virgin Games still has 1 year more about the research and development. How much you have a complicated world into interactive entertainment?

"At the moment we're trying to decide what to do," writes David Lynch of Virgin Games. "It's going to be a decision where we get a playable model of world games."

There is a possibility that the movie will be a "full" movie but not up in computer form, but it is better to see the movie in the future.

How much of available in spring 1993 in the game, PC and CD.

The Chaos Engine

There have been many reviews on creating a new game in the style of James Bond. The Chaos Engine has very little to do with brutal geometry theory and instead, it's the heart of computer role-playing games and classic strategy games.

Players control up to three characters with individual abilities and weapons as a look down regularly scrolling screen adventure to destroy the diabolical Chaos Engine and its world of Chaos.

"There is a great emphasis on creating a unique form of behavior modeling - a unique experience of Chaos Engine. Additionally, the game encourages teamwork and chaos in management."

The development group has a wealth of experience with top selling games like Spellcast 1 and Gods, Eric Mathews and Phil Wilson are designing The Chaos Engine. Steve Corbell is handling the computer graphics and the responsibility of the Chaos Engine with music and sound effects provided by Richard Smith.

The Chaos Engine should be available this winter.



Plan 9 From Outer Space

Currently regarded as the worst (and, of all time, Plan 9 from Outer Space) coming in the Amiga, PC and IT early next year courtesy of Comix.

Following the failure of a few in-Claremontware programmers in Ireland, Comix is busy covering the 1999 stock and while so it's unclear how an action adventure. The team includes the game of the month will be either something you've played before. "We don't want to make the usual mistakes made by our competitors," commented Joe Richardson at Comix. "We're taking our time on this project and will be getting everything absolutely right."

Enlisting the aid of the rights to Plan 9 has proved to be a task in itself. The production of the original movie was plagued by problems such as a severe shortage of cash and talent. Tragically, shortly after only in the days of filming when leading actor Steve Legler suddenly died and the director needed his career-making pornography service, first Comix has made problems.

Fans of Plan 9 will be pleased to hear Comix will include a video featuring edited highlights of the movie. Additionally, there are rumors of a film that director production planned for later this year.

“Yes, I can live with the, Partner, but how can we not share our best of the supercomputer again?”

A screenshot with funny, by all means, that's the

LARRY'S JOKE DATA BASE

SEARCH

NEXT EDIT

ANOTHER DELETE

ULTRA-METER HUMOR LEVEL SEARCH

ESL.COM

Laffer Utilities

The programmers at Stone On Line are continuously looking around to give you the ultimate in productivity software for your office PC. Laffer Utilities is an offbeat collection of programs designed to help you do it.

"Now you can efficiently waste time at work," remarked an spokesperson, "pretending to be hard at work while you actually surf the Internet, play games and read e-mail."

The director of game, supplied by it, Laffer built Larry himself, can be fun faced by playing with the keyboard and mouse. With 20 items.

A built in subcommander in Laffer Utilities automatically changes the screen display just to show the boss suddenly looks into your monitor.

Dan Dare

The Pinkish Hue and his faithful companion Dilly are to star in a multi-million parcel series for television, as Virgin Games is continuing to release their Dan Dare computer games to take advantage of this renewed interest in this excellent comic book hero.

With the award-winning TV production company behind Inspector Mervin, is pumping huge amounts of cash into the cinema which should allow us to easily next year.

Virgin Games has apparently retained the computer game rights to Dan Dare, though a spokesman for the firm said he doubted they will do a new game in addition when Dan is a TV debut. "We might get for a special anniversary package," he commented, "Dan Dare it was my personal favorite."



ocean
AKkaim
ENTERTAINMENT INC.

TECH NEWS

Who's pushing the envelope of electronic wizardry? Rik Haynes finds out...

Putting On The Polygons

Not wanting to be left behind in the race to create virtual realities, Japanese video game makers are developing sophisticated polygon-painting (3-D) techniques. These could lead the way to a new generation of arcade gaming. According to leading Sega scientists, the facility coding will soon be storing sophisticated computer-generated images similar to those currently seen in movies and military flight simulators.

Most video-based titles—typified by Sega's 3-D Tet and 3-D Leo, tend to be simple things and flying games where the players receive 3-D motion objects to create the illusion of speed.

Designers of games utilizing photorealistic polygon graphics can create their own worlds for players to enter and experience. Right now, complex polygon-based games are expensive to develop and produce, but systems like Nintendo's 3-D Super Mario and Nintendo Game Boy's Tetris 3-D are beginning to change that. The latter will be available in the US next year. It will be an honor to be in it.

"We're working on a very powerful system right now," claims a Sega spokesman. "It's simply a question of beginning polygon-generation



A person is shown playing a video game on a computer monitor. The person is wearing a headset and is looking at the screen. The monitor displays a game scene. The person is sitting at a desk with a keyboard and mouse.

Sky-High Video Games

Homebased play on Japan's All Nippon Airways recently has its benefits, namely free video games. Passengers on long trips from London to Tokyo are treated to Nintendo mini-sets with built-in TV monitors and a wider choice of video channels offered by high quality CD sound.

Tencent, a regional Japanese software house has received six video games for the airline including a colour version of the Commodore title Space Invaders and a popular golf simulation. Little is known about the actual system except the software runs on floppy disks. How you really use this is still high-tech.

The installation of more sophisticated content your travel agent at All Nippon Airways at 071 475 7477.

Rappa

Before leaving for his travels, Rappa is in the "best" work, a portable device that has Rappa in the size of a Walkman and consists of one large pad for the base discs and four smaller pads providing more "one touch and control" sounds. Lack of three four touch on drive Rappa pads can be used to produce two other processes (sounds) such as an electronic music "control, stop and control" effects.

"Now you can try to your favourite music with the latest and most sophisticated ship technology," suggests a friend of Rappa's for the company. "It's used for you, it's designed to be a portable entertainment in Rappa to your music and through an idea."

I can't believe they could have offered Rappa costs £20. The more you need and that will be Rappa. Withward, Mariposa Best CTP 4X.

More information on Rappa is available at the Rappa website: www.rappa.com. Rappa's website.

Video Painter

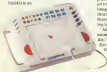
Not everybody needs an unbelievably the latest best editor or video compression package for their computer. Video Painter from Frank Carrasco (303 555445) is an

easy-to-use electronic shorthand for film with a super 880 in their plug-in board.

Connected to a normal TV set and operating on batteries or a TV AC adaptor, Video Painter provides the young artist with twelve bright colours and six different patterns to play around with. There is also an extensive library of over 50 predefined images including vehicles, military characters, people, animals and designs for those poor unfortunate souls who need a helping hand of pretty girls.

Added entertainment is provided by the interactive mode which brings objects to life, provides a soundtrack for their scenarios. As of this week our simple Video Painter can also connect to a VCR for picture storage with no extra software required.

More information on Rappa is available at the Rappa website: www.rappa.com. Rappa's website.



Digital Art



Veritas, the Journal of Personal Computer Graphics, has launched a CD-ROM magazine which features a plethora of information and interactive multimedia works. Interactive columns and feature stories, with music and images from multimedia Todd Maguire and Graham Smith, and several more stand-alone multimedia computers. This is the perfect

way for you to experience the capabilities of electronic art.

Veritas interactive allows the "reader" to interact with the magazine in a way that has never before been possible by linking sound motion and interaction with the magazine's contents available in a free form, reader-selectable way* through the standard publisher. "We're pleased to be playing a satisfying role in this exciting field of emerging media."

The first interactive feature interactive edition contains over 500 megabytes of text, graphics, sound, animations, 2D images of comic books, 3D images of comic characters and 120 pages of printed text. It runs on 386 and requires a Macintosh IIcx/IIx with 1MB RAM. Full color edition also CD-ROM only.

Veritas plans to launch a regular quarterly subscription similar to early 1992 with editions for Macintosh, MS-DOS, GDTV and CD. Write to Veritas, PO Box 52664, Los Angeles, California, USA for further information.

Expansions

Things really got well up with the Expressions pattern generator for the Apple Macintosh. Based on geometric analysis which creates crystalline sites or growth sites in some interesting manner over the creation and distribution of three numbers. This is a real number of patterns may be quickly created, reading Expressions the perfect gift for electronic artists/designers and illustrators seeking inspiration.

These change patterns grow while a 1280 by 1280 pixel array could be generated for crystalline chaos. Expressions is priced at \$79.95 and comes with over 100 predefined pattern definition files and a 120 page illustrated manual.

Artist John J. Straker II has been updating the software since 1988 and he company Pixel Pathways (813) 616-294-8888 is currently seeking other forms of digital artwork computer facilities to gear up our creative capabilities.



ocean
AKkaim
entertainment inc.

Veritas is available in print form where available.
The full interactive edition is also available in a print program and manual.

©1991 Veritas Inc. All rights reserved. All trademarks are the property of their respective owners. All other trademarks are the property of their respective owners. All other trademarks are the property of their respective owners.



Panasonic Digital AV Mixer

If you have videos you looking at this time, why not try Panasonic's WEARER? This Digital AV Mixer can turn out a variety of special effects like fading, crossfading, wipe editing and 3D wipe actions. The Picture In Picture function enables you to fit an entire legal image into a smaller area of a rectangular video picture. Wipe editing, division cut is selected and cost removed to provide greater interest.

Panasonic sees the device as a great advantage over existing equipment thanks to the wealth of ways it can be used built into the DV-AVES. "It's packed with technology to provide truly innovative effects," claims the company, "Video Editing has become real fun!"

For more information on Panasonic's new line of digital video equipment, call 1-800-999-8999 or visit our website at www.panasonic.com.

The real time video mixer Super Mixer can produce a wide range of special effects on the screen of a video screen. It can be used to create a variety of special effects including the following: crossfades and dissolves; wipe editing; division cut; picture in picture; and 3D wipe editing. It can be used to create a variety of special effects on the screen of a video screen.



Full Desert Storm multimedia magazine is the first of many CD-ROM products from Warner Bros. Media.

Desert Storm On CD-ROM

Before any war begins, the Gulf War was covered like no other of shooting information and communication technologies. From reporting via satellite link-up units of ships along the coastlines and new Time Magazine has pioneered a new form of publishing, the Desert Storm War: the birth of history.

This multimedia magazine on CD-ROM is a joint venture between Time Magazine and Warner Bros. Media giving you a wealth of war-torn full of the Gulf War via an extraordinary volume of war-related information, reports, photographs and more!

Information services will be unfolding over the Web because the full-length disc contains more than 4,000 minutes of information, including exclusive audio reports and other unique material previously unavailable to the general public.

"Eventually electronic journalists should find their way on networks," says Warner Bros. Media's president Steve Comp, "the real key would be transmitting it to home computers via cable."

Developing a good multimedia present requires a lot more planning than just a book, play or film. After the time is spent open, or when the designer finishes the product will work, what the hardware will like the end, certainly, how the user will navigate through the disc without getting totally lost in a maze of information.

Warner Bros. Media is currently working on a number of projects with other divisions of publishing giant Time Warner such as Time/Life Books, Sports Illustrated, Time Magazine and (6) books.

"Multimedia can become a revolution just as the fallow and technology revolution followed," predicts a spokesperson, "By developing new forms of information-rich entertainment we can create a new world, one that is interactive, dynamic, computer controlled, wireless and video. Warner Bros. Media is nothing more than entertainment."

Stereo Replay

Is the Stereo Replay the first stereo sound computer for the Atari II range of computers? Microsoft certainly thinks so.

"This completely new hardware cartridge contains dual analog-to-digital and digital-to-analog converters to ensure the ultimate in 4-bit sample quality," and there's more. "The new phono outputs provide the user with a standard 21 with high-quality stereo output."

Stereo Replay costs £19 and comes with a Stereo Filter program which allows you to manipulate any real stereo sample in 4-16 bit 44.1KHz rates. With the Stereo Reel software you can load up to 16 different samples into memory and then play three-channel results out from the stereo ports of the cartridge at the same time. Connect it to the house - yet again! Microsoft can be contacted on 0704-64553.

Rapman

There is to be the latest addition to Caster's RAP 1 vocal keyboard which aims to top the cut and even popularity of Rap and Boom with something the year of today.

"This feature top brand over is able to make your own rap songs with ease," say the top stars of Caster.

New feature keyboard jokers can create their own own melodies when the built-in keyboard, and microphone have drum pads and thirty-one steples reflect top the latest dance styles.

Special sound effects are produced by Rapman's Voice Effector function which enables rappers to modify their voices approximately one octave higher or lower than normal.

Rapman RAP 1 costs around £78 and is available from your local Caster dealer.

For more information on Caster's latest products, call 0704-64553 or visit our website at www.caster.com.



GAME COURTESY

For more information on our Caster products, call 0704-64553 or visit our website at www.caster.com.

Microsoft Digital Video Recorder (DVR) is a new device that allows you to record and play back video content. It is a hardware device that connects to your computer and allows you to record and play back video content. It is a hardware device that connects to your computer and allows you to record and play back video content.

"This device will help you to record and play back video content. It is a hardware device that connects to your computer and allows you to record and play back video content. It is a hardware device that connects to your computer and allows you to record and play back video content."

"This device will help you to record and play back video content. It is a hardware device that connects to your computer and allows you to record and play back video content. It is a hardware device that connects to your computer and allows you to record and play back video content."

Last year, ORIGIN defined the state of the art in computer games . . .
Now, we're doing it all over again.

WING COMMANDER™

Vengeance of the Killstar

A Chris Roberts Game



- All-new graphics - the most advanced in 3-D technology!
- 30 new, larger ships - the largest yet in the series (and the biggest ever challenge to your "friendly" wings and base)
- 10 new, more powerful weapons, including "missiles" and "laser" attacks
- 10 new, more powerful "all-terrain" vehicles of the "ground"
- 10 new, more powerful "air-terrain" vehicles of the "air"
- 10 new, more powerful "sea-terrain" vehicles of the "sea"
- 10 new, more powerful "space-terrain" vehicles of the "space"

Wing Commander: Vengeance of the Killstar is a 3-D computer game that will take you on a journey through space and time. It's a story of a man who is lost in space and time, and who must find his way back to Earth. The game is a masterpiece of computer graphics and sound, and it's a true work of art. It's a game that will take you on a journey through space and time, and who must find his way back to Earth. The game is a masterpiece of computer graphics and sound, and it's a true work of art.

THE
ORIGIN

We create worlds.

For more information, contact:
Multi-User Systems, Inc.
The Origin Group, 2000 Westborough Road
Farmingdale, NY 11735
Tel: (516) 241-1000

Call 1-800-828-8888 for more information.

8888 2242 10

Wing Commander: Vengeance of the Killstar

© 1994 Multi-User Systems, Inc. All rights reserved.



ORIGIN

Letters

ANYONE FOR FOOTBALL?

I got *Magazine* in July and you also had Computer Football which was interesting in the *Magazine* but my Liverpool and I'll still be playing a couple of times a week. I'm due to go home in December. The computer will be shipped sometime in Liverpool and we are looking for people to enter.

The computer will use Kick-Off and Kick-Off 2 for its knock-out round and use IFA only they are a lot faster! If you could mention us, we would be grateful.

We only ask that the competitors bring their own joystick and the software for a few pounds.

Messyway Computer Football Association
 MCFAI
 25 Watlington Lane
 Stockton
 Liverpool
 L32 8UJ
 Tel: 051-428-2180

Well, how about if I mysteriously receive thousands a lot and would like to try this luck give it a go. We're not too sure about your claims of the 57 million being false, though.

AND ANOTHER THING!

Hi, sorry to tell you that my letter is yet another one of a genre to complain about one machine or brand of another.

I am referring to the Sage Magazines, Alan Lynn Super Forecast and all that rubbish. These magazines are lying to you that some like astrology, horoscopes, and what do we call? I've had 1000's of letters asking for it out of circulation. I'm badly on this money. About the future old games, games that might have looked good (did night) years ago, but now in their old with excitement are looking slightly look old. I'm to say the best.

I need saying you should completely out of readers out of your otherwise excellent mag.

although it was a mistake, I guess I must a bit. I believe the computer is more than 1000 times as fast as the old computer. I'll be happy to see you suggesting the computer for your home use. I'll be happy to see you suggesting the computer for your home use. I'll be happy to see you suggesting the computer for your home use. I'll be happy to see you suggesting the computer for your home use.

It seems that the old computer is still going fast in the 1000's of times. I'll be happy to see you suggesting the computer for your home use. I'll be happy to see you suggesting the computer for your home use. I'll be happy to see you suggesting the computer for your home use. I'll be happy to see you suggesting the computer for your home use.

I know there are many people out there who will disagree with me, but there are also people who will agree with me. I'll be happy to see you suggesting the computer for your home use. I'll be happy to see you suggesting the computer for your home use. I'll be happy to see you suggesting the computer for your home use. I'll be happy to see you suggesting the computer for your home use.

Paula Berra
 Northampton

So ACE has terrible memories and badly written manuals, but the mag says it's excellent? Sorry, but those two statements would seem to be mutually exclusive. That means that you're both be true. Mr Berra, just what is the problem with console games anyway? The fact that you as Paul are so of the Sage Magazine without ever having seen it working is a bit odd, don't you think? And the Gemology, well, what's that about games like *Choplifter*, *Super Hero* and *Alien* for Red October? James. Oh and many others too numerous to mention!

Isn't it funny that people always believe that the way forward for computers is with the machine they happen to own? Now we can have two high hopes for the PC, but when you start on about how much better it is than the Magazines were through by your own admission a decent model could be from the previous computer years a little better.

You mention that while people such as me disagree with you, many people will also agree.

Anyway, that's all, and I hope you people try to enjoy this year. I'll be happy to see you suggesting the computer for your home use.

OUTRAGE!

ACE, you see you only hope I've suffered to write for so long, but that's on the back of doing something stupid.

What is making me so annoyed? What has got my goat? Well, at the moment, it's that I'm apparently on my back and that's right but lying in the middle of my seat!

Professors
 How dare I get me wrong. I've had plenty of experience of perfectly decent academics who would not agree, but I seem to find the standard of what a school of service provided in the computer shops in the UK.

As I've thought I was just one of the best in London and recently and sort of expected the best, disappointing and awful service provided in Central London.

I've recently moved into a flat opposite part of the world. I'm not sure, exactly where, in order to spare the embarrassment of your readers in the area and I couldn't find out my mortgage.

For a start the shops seem to be staffed entirely by either pre-pubescent boys with only the slightest knowledge of the computer, unless you or could tell me who says to, that's the way it because I'm female I don't have the right car after about anything, one of these people actually tried to connect me with a Sage Magazine was only a Master System for the Amstrad market, and it was a lot of a waste of money. What a disgrace! And they only had Master Systems in stock.

I've had to wait to complete a number of items about half a year. Now I'm fully aware that many well-known companies provide replacements, but I'm also aware that it is the main of the shop's responsibility to provide plenty of a suitable quality. I'll be happy to say that my son John didn't even order in very much, and he has. Probably already made a copy of it and just wants a new item.

In a word I'm disgusted. If you purchase a drive or a disk or a record, a portion of the utility it is nice to believe it is intended to assure a decent treatment by the people who are taking your money.

Robin Hutchins
 Address withheld by request

IN THE RED CORNER...

Dear Editor: I am writing to you in regard to the article in your issue of 11/11/93, "The Sound of Silence" by Tom Igoe. I am a sound designer and I am interested in the article because it says that the sound effects industry is a "dead-end" job. I am not sure if this is true or not, but I am interested in the article because it says that the sound effects industry is a "dead-end" job.

I am not sure if this is true or not, but I am interested in the article because it says that the sound effects industry is a "dead-end" job. I am not sure if this is true or not, but I am interested in the article because it says that the sound effects industry is a "dead-end" job. I am not sure if this is true or not, but I am interested in the article because it says that the sound effects industry is a "dead-end" job.

I am not sure if this is true or not, but I am interested in the article because it says that the sound effects industry is a "dead-end" job. I am not sure if this is true or not, but I am interested in the article because it says that the sound effects industry is a "dead-end" job. I am not sure if this is true or not, but I am interested in the article because it says that the sound effects industry is a "dead-end" job.

I am not sure if this is true or not, but I am interested in the article because it says that the sound effects industry is a "dead-end" job. I am not sure if this is true or not, but I am interested in the article because it says that the sound effects industry is a "dead-end" job. I am not sure if this is true or not, but I am interested in the article because it says that the sound effects industry is a "dead-end" job.

I am not sure if this is true or not, but I am interested in the article because it says that the sound effects industry is a "dead-end" job. I am not sure if this is true or not, but I am interested in the article because it says that the sound effects industry is a "dead-end" job. I am not sure if this is true or not, but I am interested in the article because it says that the sound effects industry is a "dead-end" job.

I am not sure if this is true or not, but I am interested in the article because it says that the sound effects industry is a "dead-end" job. I am not sure if this is true or not, but I am interested in the article because it says that the sound effects industry is a "dead-end" job. I am not sure if this is true or not, but I am interested in the article because it says that the sound effects industry is a "dead-end" job.

I am not sure if this is true or not, but I am interested in the article because it says that the sound effects industry is a "dead-end" job. I am not sure if this is true or not, but I am interested in the article because it says that the sound effects industry is a "dead-end" job. I am not sure if this is true or not, but I am interested in the article because it says that the sound effects industry is a "dead-end" job.

This isn't the only letter we've had from AS. I read an article (disappointed about the poor standard of customer service in computer shops) that is wordy, bombastic, and that the author says I seem to be related to just a few authors. Even the supposedly reputable shops are apparently doing a lot less than they could be because that their customers get a superior feel. There is an organization called NACOR (the National Association of Specialist Computer Retailers) which is supposed to help watch the eye on this sort of thing, but they don't do much more than working out if the kind of shady service is what the local punters can expect.

Have you been on the cheap end of a flat mounted and semi-oddish pencil-necked shop wanted? Or bought a game only to find that there was no disk, made and have told when

it's not a back 'well' one, that is the chance you take? Or maybe you've been the victim of actual physical abuse by a vendor or shop assistant. We're keeping a stack of complaints here at ASG, so if you don't have something we should be told about, write and let us know.

A SOUND QUESTION

I have just purchased the PC 3-DiMax being advertised with the built-in speaker. I am

looking for a sound board. There seem to be four on offer: the Rising Audio SoundMaster and SoundMaster II. Could you tell me what the difference there is between them and which one is compatible with the rest? James

It seems a shame that computer manufacturers have concentrated on providing excellent graphics and improving performance, and have neglected the sound. Every computer manufacturer I want to attend a whole range of presentations, hard disk drives and monitors, but not one even mentioned anything about their computers' sound capabilities. Has every one's focus been concentrating on the company accounts, all day, not even the accountants? Game sound effects seem to be on the wane in a lot of most software houses as well.

I am I'm sure many others would welcome the day when sound wasn't just added as an



Wes Webb
Mark

add-on. I'm sure many others would welcome the day when sound wasn't just added as an

add-on. I'm sure many others would welcome the day when sound wasn't just added as an

with free to
forums

email us
to look of
"What Day
is there,
1993-1994"

city of
experts
to find the
needed to

ed in
wanted the
skin

with part
merely
aspect of
to believe

affid
with only
few minutes
me that
the light
page

apt
all for the
a waste
my-into

editor of
to aware
in

I'd like
to have
to be
to be
to be

back to
of all the
to
to

Microsoft
request

Since we
our good
friends
of toward
to the show
to see
with a video.

!

!

for
for
to
go
to a

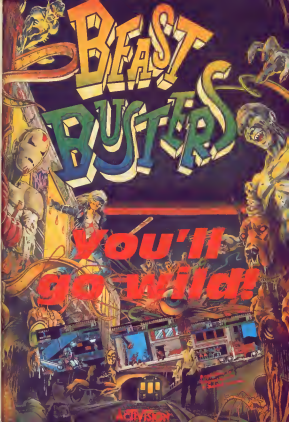
only
right

ACT

show

BEAST BUSTERS

**you'll
go wild!**



ADVISORY



LDG LASERS

For AMIGA users: Possibility of CDTV - Compatibility with special
CDTV - Adapter from SOFTWARE CORNER
For PC-users: Possibility of CD - Rom - Compatibility

THE BASIC SYSTEM

contains:

Interface, Control Software,
Laser - Disc DRAGONS LAIR

For AMIGA - £ 72
For ATARI ST - £ 88
For IBM and
compatible - £ 105
all prices include

© 84 soon available

THE POWER PACKAGE

contains:

Interface, Control Software,
Laser - Disc DRAGONS LAIR,
Laser Disc Player

With PIONEER CLD
1500

For AMIGA - £ 424
For ATARI ST - £ 439
For IBM and
compatible - £ 447
all prices include

PIONEER CLD - 1500 (PAL)

or Laser Disc Player

PIONEER CLD - 1450 (PAL + NTSC)

With PIONEER CLD 15

For PIONEER CLD 1450
£ 727
For AMIGA - £ 788
For ATARI ST and
compatible - £ 798
all prices include



more games

SPACE - ACE / F 15 STRIKE EAGLE / FIREFOX /
CASINO ROYAL I & II

*available soon

SOFTWARE CORNER

CDSC GAME

Order the Software - Corner - Movie - Magazine with
over 1000 Laser-Disc - Titles (PAL) for £ 9 (by
first order of the LOG -System the enclosed
contents are free!) or the Special - Catalogue with
40 000 NTSC - Titles - english language - Catalogue
Price £ 9.

PIONEER CLD 1500

THE MULTITALENT:

- usable besides for the games, as
- High - End - CD - Player (Audio),
- Movie - machine (better than
Super VHS, exceeds High -
Definition - TV), interactive
- Teacher by access to High - Tech -
Learning programmes, Guides etc.

THE
SENSATION OF
THE COMPUTER
PRESS AVAILABLE
NOW!

• 12 Discs (PAL) included from
January 15, 1988 (price £ 9)
Power FEAT with
Controlled Laser Protection
• 100000 titles available (PAL)
• 40000 titles available (NTSC)
• 10000 titles available (NTSC)
• 10000 titles available (NTSC)

IMAGE - SOUND

• 10000 titles available (PAL)
• 10000 titles available (PAL)
• 10000 titles available (PAL)
• 10000 titles available (PAL)
• 10000 titles available (PAL)
• 10000 titles available (PAL)
• 10000 titles available (PAL)
• 10000 titles available (PAL)
• 10000 titles available (PAL)
• 10000 titles available (PAL)

PLAYING, MPX 01

S O F T
W A R E
C O R N E R

Augartenstraße 6
6800 Mannheim 1

GERMANY



PIONEER CLD-1500

ORDER-HOTLINES: GERMANY 621 / 40 23 87 - 44 47 73 - 44 36 32

TO BE PAID FOR ON DELIVERY / PLS ALLOW 2 WEEKS FOR DELIVERY



PLANET OF THE

In a major exclusive, ACE reports on shock discoveries by the Hubble Space Telescope

There was great hope for the Hubble Space Telescope when it was launched last year. Its orbit high above the Earth and beyond the obscuring effects of our planet's atmosphere is believed to provide the clearest view of space and that astronomers would be able to see interstellar objects in more detail and clarity than ever before.

However, reality soon impacted the Telescope's most recent discovery. Last month the finding of the Telescope's lensing system

revealed a planet orbiting Alpha Centauri, the Sun's closest stellar neighbour. The planet, named Alpha Centauri Gamma or Aia Gamma, bears many similarities to Earth. Centauro believes that the planet's many continents were once part of a single land mass, but owing to volcanic activity and shellfish drift they have become separated by vast seas.

But it is not just the star. Using advanced image-enhancement software the astronomers achieved over a greater photographic resolution and then they made their greatest discovery yet since. Each of the planet's continents is populated

and by a species of being, each very different from the inhabitants of the neighbouring continents and still strangely similar.

Further study revealed something very peculiar: the Aia-Gamma (or just Gamma) in they seem to be known and obsessed with computer games, and spend nearly all of their waking hours playing them. Rather than enjoying a variety of games, each species on each continent plays just one type. So while the beings on one continent may play platform games, those on the neighbouring continent play flight

ADVENTURE GAMER

This creature still bears a markedly primate-like brain, which makes the Adventure Gamer approximately sixty times more intelligent than Albert Einstein.

Over the millennia, the eyes have slowly migrated from facing side by side to their current position. The horizontal eye is devoted to watching the keyboard and keeping a track of the mouse's typing, while the top eye maintains a watch over the monitor screen.

The hands are highly specialised to the art of high-speed and fingered typing. The fore-fingers of each hand are long and slender while those of the hand is severely deformed to prevent any non-typing. Being capable of typing speeds of over 200 words, the Gamer could fit the ever-popular secondary school textbook!

Generations of Adventure Gamers sitting transfixed in front of monitors have resulted in the legs becoming more dense than those of other Gamers.

The spine is bent almost at right angles, so that a computer keyboard can be rested on the upturned stomach.

GAMERS

Although their computer gaming technology is more sophisticated, they are completely primitive in most other technological spheres. They have no cars, boats or planes, so there is no contact between continents. The star did invent a wheel, but used it to create a wheel-like roller for a revolutionary transport.

Biologists believe that the different species have evolved from just one mammalian creature that existed at the time the continents were joined. In fact, one game type completely died out when the land mass split apart in the geological process separated too. Over the years the Gamers have naturally evolved to eat themselves and to be games. They enjoy, feeding on themselves (autocannibalism observed) (self-cannibalism reported). ACE remains the source of fear of the strange creatures on the Planet of the Gamers.

ADVENTURE GAMER

Field Notes

This primitive creature leads an unrelentingly painless and slow-moving life. Its sole purpose is to play text adventures, an activity facilitated by the highly-evolved in the eyes and hands. All non-essential activity is kept to a minimum, resulting in severely under-developed arms and legs and primitive internal organs.

Feeding

Due to its tiny mouth and its under-evolved digestive tract, the Adventure Gamer's food has to be broken down into a liquid paste. The process gives something like this:

You enter the kitchen. You see some green vegetables and a refrigerator.
TAKE GREEN VEGETABLES
 You take the green vegetables.

EXAMPLE RED BLOOD?

This is a device for pulling food. There is a slot on top where food can be entered and a small red ball inside.

PLAY GREEN VEGETABLES IN RED BLOOD?

The green vegetables are made the red blood.

PRESS BUTTON

Which button?

PRESS SMALL BUTTON

The vegetables open round and turn into a consumable paste.

SUCK PASTE

I don't understand. SUCK.

EAT PASTE

You eat the delicious paste.

Mating

Reproduction is something that only happens

once in an Adventure Gamer's life... and then only if it's very lucky. (Should two Adventure Gamers of the opposite sex happen to stumble across each other... then they perform a ritual act known as *A Meeting Of Minds*... the Gamers press their foreheads together and pass Secrets.)

RPG GAMER

Fluid Motion

This is perhaps the loveliest and saddest of all the creatures on Aca-Games. Using a game, the RPG Gamer lets his strange body be able to truly shape and assume the form of the character it's currently playing. Even more interesting... this cloning is mental as well as physical. Thus if an RPG Gamer is playing an old wizard, it will give a gently flared beard and tubular words of wisdom in an ancient language. (It for the Show.)

However, between games the RPG Gamer has little character of its own. Its floppy, doughlike body feels like that of every other RPG Gamer with no distinguishing features. The floppy hair and varied expressions causes no sense of any intelligence behind its dull eyes. The creature can only ever be said to be truly alive when playing a game.

Feeding

The RPG Gamer will eat whatever food it feels having strong preferences or dislikes (only some form of vegetable... and no meat... etc...) when not playing the creature has no taste.

Mating

It is very rare for two RPG Gamers to meet, and even rarer that they do. They usually ignore each other. It is fortunate then that the RPG Gamer has the ability to reproduce asexually.

For this reason a Game player to look... Should a Gamer form a male character immediately after being a female one or vice versa then there is a small chance of conception during the final transition period. The Gamer grows larger and fatter... with enough body matter is described for a second fully-grown Gamer to "bud off".

SHOOT-EM-UP GAMER

Fluid Motion

The Gamer... is renowned for its incredible swings in mood. During a game it is cool, calm and completely selfless, but on defeat the creature becomes an uncontrollable ball of rage, kicking and all the monster and screaming abuse at the screen. This is a side to the bounteous nature of its other players.

These overused organs generate huge amounts of adrenalin during play... which is temporarily stored in sacs growing from the first... Each... Between games these adrenaline reserves have to be depleted... which can only be done at the substrate described above. As you might guess... the Shoot-Em-Up Gamer has a long cycle about before able to "reload" itself.

The Flakier-Gamer has clearly shown many of the physiological features of the Shoot-Em-Up Gamer... but do adrenal glands are for stress production... making it a more placid... (Lily's...)

Feeding

The Shoot-Em-Up Gamer... is a voracious slab-like eater... In between games it feeds on pink food so that it can get going with its quickly-as-pow-



RPG GAMER

Once all the top RPGs are controlled by Ganes, the RPG Gamer has another unique benefit. On one hand the majority of the fingers have joined to form a glove that forms quite a strong... with elongated fore and middle fingers for pressing the mouse buttons... On the other hand a mouth-like protruding ball grows between the fingers... that the player hand forms a flat mouse mat.

Remember before the Gamer slowly expanded the entire creature that all Gamers evolved from RPG Gamers... all look very similar... with either Mind if parenting features.

side and return to another game. Particularly from on-line play and flame-potted servers.

Mating

Following a lengthy gaming session the Gamer's sperm levels occasionally build extremely high levels... which can only be reduced by separate acts of reproduction.

To find a mate... the Shoot-Em-Up Gamer can alter the pigmentation of the skin across its back... Much like a chameleon changes its color... The creature uses this ability to display its current mood... the higher the score... the more attractive the creature becomes to opposite sex mate.

The reproductive act itself cannot really be dealt with in-depth... a youth requires both an ACE... before it can it involves lowering... using a variety of items... power-ups.

FLIGHT-EM-GAMER

Fluid Motion

Strongly... for creatures that have never developed any form of powered flight... flight suits are very popular... with the aspects of Gamer being one of the largest... a member.

The Flight-Em-Gamer combines many of the physiological features of both the Adventure and Shoot-Em-Up Gamers. Its most unique feature... are the bone and cartilage growths from the head and neck... which resemble a World War One flying helmet and scarf... This is an aspect to have no purpose other than making it easier for the Gamer to get into its player's... Some scientists believe these may act as an attractive feature to opposite sexes.

Feeding

With playing sessions taking several days... it's difficult for the Flight-Em-Gamer to find time out for a proper meal... This is a large... Game... or... (Lily's...)

Mating

Sorry... but again we can't reveal too much here... Scientists believe... the creature's reproductive act... (Lily's...)

SHOOT-EM-UP GAMER

The Shoot-'Em-Up Gamer has this face for intellectual thought. The structure built in this area shows a striking similarity to the eye-to-joystick connection.

An elevated mouth and large and elongated nasal cavity have contributed to the excessive shouting and screaming of gamers that always occurs when the Gamer loses the last life. In most gamers it is said that weakness up to 100ms away from weakness to 100ms at absolute (see Field notes).

By altering the lip pigmentation, the Shoot-'Em-Up Gamer is able to display the least 10 colors which is good on a display to attract women. (see Mating)



The Shoot-'Em-Up gamers are somewhat larger than those of the operators, all due to their for having these extra sized PG.

This Gamer has thirty eyes, each attached to watching a single part of the machine screen. The focusing ability or allow given control by the user along vision. The eye control has given by form a rigid honey ridge that prevents any outside structures affecting play.

These large eyelids are used to view the large amounts of adrenaline produced during play which is discharged between fingers by each side in various shooting and screaming, looking at the machine screen and occasionally head mauling. (see Field notes' and Mating')

FLIGHT-SIM GAMER

This large eye is used to scan the wide horizon screen, while the face muscles work before keep a track of all the sticks and joysticks in the cockpit display.

The skin's growth on the head and neck are an attempt by this creature to simulate the appearance of a real flying helmet and suit!



Again, the creature's arms are rather deformed, but the hands have undergone noticeable amounts of adaptation.

The fingers of one hand have spread out almost a right angle to form a strong locking grip on the base of a joystick. The thumb of the same hand is large and muscular, and can internally protrude a fine button.

The thumb and forefinger of the other hand have become joined at the tip to form a variable-obscure applicator that permits a nice tight hold on the shaft of the joystick. The other fingers are slender and nimble.

Neither hand has any sensitive glands, so there is no chance of the stick slipping in the

The arms and hands show many of the Shoot-'Em-Up Gamer's features. Most notably, the Flight-Sim usually use proportional joysticks, the Flight-Sim gamers have evolved very precise and subtle control over the stick, as opposed to the Shoot-'Em-Up Gamers robust push.

The withered legs are bent up so that the feet are raised above the keyboard. The tips of the feet have grown to become like fingers, and these are used to press the special keyboard controls typical of Flight-Sim.

ARE YOU BRIT KNOWLEDGE

You may have seen some allegedly tough frodo or perhaps even "rock band" games. But this other master is the toughest. A veritable Magnus of games, you can't do a game of puzzles. These with anything but a complete knowledge of their chosen subject material apply. Whether your skills however you should at very least find enough questions presented to test your ingenuity in the odd/fool/canister for many in fact.

There is, of course, a software prize for the first reader who gets all the questions correct and sends the answers to: **MS, Q&A: Frodo Quest, 40-51 Farrington Lane, London E2 6JH, UK**. We please remember to specify which track we you are.

GENERAL KNOWLEDGE QUESTIONS

- 1) What is the name of Miss G's brother?
- 2) What car is featured in Turbo Golf?
- 3) How many islands are there in Runeber Island?
- 4) What was the follow-up to Sm City called?
- 5) What game by Lucasfilm has the shortest title?
- 6) Which has the longest?

7) How many battles does a Gemology need?

- 8) What does CCF stand for?
- 9) Name the ship who overtook Life with David Brown.

10) How many jets are there in an Avion Adventure?

11) What classic Golf game was written by the Cooper brothers?

12) Which German programmer invented Star Wars and Hand Drove Golf?

13) How many tracks do the future games have approximately (500)?

14) What's Dave Barker's most well accepted track by Golf?

15) What color hair do I imagine I had?

16) Who programmed 3D Art Attack?

17) Who is programming Sm Jet?

18) What game from Commodore featured lots of jets?

19) What was the follow up to the Dave Barker's?

20) Which software house produced Super Phoenix?

21) What was the name of the roller skating game from P.T.L.?

22) Which UK software house specialized in graphic adventures for Commodore and

Other Users?

23) Who was the star of Andrew Braybrook's Out game?

24) Name the first arcade adventure to have over 100 screens.

25) Who used to edit Microsoft's Computer and Video Games Adventure Magazine?

26) Name Gobble Goo's parent lot.

27) Name the author of Adventureland.

28) What was the name of the game that Gool Brown, son of Gool Gold programmed?

29) Name the hero of Fantasy Games, Pyramid and Gemology-Globe.

30) Name the author of Android 2? Cyclone and 52.

31) Name Gemology's design team.

32) Name the top game with the maximum screen pack for the Spectrum which effectively ended Micro-Gem's games production business.

33) Who wrote Castle Adventure and Planet of Oscuron the BBC for Acorn?

34) What do Acornsoft call their Micro Computer's GEM?

35) Did their Defender clone?

36) Did their Planet clone?

37) Did their Gemology clone?

LOOKS FAMILIAR

Here are six people who've either in part laid down the foundations of what they're all proud to represent in the industry. Can you name them?



BRITAIN'S MOST MEMORABLE GAMER?

- 38) Name the console to first use a shockball controller.
- 39) What was the first ever four-player arcade game?
- 40) What colour were the two dials on *Demolition*?
- 41) Name the two best *Warner*.
- 42) What was the name of the last game in *The 70s*?
- 43) What was the first ever *Superstar Game*?
- 44) What was the first ever game to have a duck hero?
- 45) Name four *Band* games in order of release date.
- 46) Name the first *Legend* follow-up to *Conan*.
- 47) What was Arthur Maclean's first game?
- 48) Who wrote a Tony Dorethor's book?
- 49) Name the game he wrote about a motorcycle for his.
- 50) Who does *It's a Wonderful Life* feature Rob Hudson known for?
- 51) Name the first publisher that *Billings* produced.
- 52) Name two *Play* players who have released complete games.
- 53) Who programmed *Ghostbusters*, *Petal* and

- Little Computer People*?
- 54) Bob Sherman wrote which classic *King's* *Right* game?
- 55) Who published the *Straw Brothers* first game?
- 56) What was it called?
- 57) Who designed *Rob GP*?
- 58) Which party *Grandchildren* character said "You can't park here"?
- 59) How many *Do Not Eat the Fruit* *Good* *Games* have *Rob* *Good*?
- 60) Who was supposed to be doing a *Nightmare On Elm Street* game, but never did?
- 61) What *Magazines* game did you have to resist *holigans*?
- 62) What did *TEFT* stand for?
- 63) What does *FAST* stand for?
- 64) Who wrote the original *Gunship*?
- 65) What is the name of the only game *Jeff* *Winter* wrote for *Hexagon*?
- 66) What is the name of the company which has more sets of *Hexagon* *Games*?
- 67) Name *Matthew* *Goodwin* last game which was never released.
- 68) Which game's title was eventually introduced over a *hail* (leading to a *hailstorm*) to *hail* its name was up?

- 69) How many lines of *coders* first appear on the screen in *Space Invaders*?
- 70) What's the new name from *Michael* *"Goosebumps"* *Power* called?
- 71) Name the game that *Shog* *John* *Spring* *Good* *Games* *Rob* *Hubert* *programmed* before turning his hand to programming.
- 72) Who was *Whispering* *Hexxon*?
- 73) How many *Space* *Software* *Info* started *Rob* *John* *Hexxon*?
- 74) How many games has *Tony* *Dorethor* had on the market?
- 75) Odd one out and why? *Outspace*, *Dynamic*, *Deconstruct*, *Search* for the *White*, *Psychoplas*, *International*, *3D*, *Hexxon* and *Amsterdams*.
- 76) Name the *amazing* *factor* between *Hexxon* and *Whispering* *Hexxon* and a *view* to a *50*.
- 77) What walks in the *Hexxon* *Hexxon* *code* but?
- 78) Who programmed the *Hexxon* *Hexxon* and what do they call *Hexxon* *Hexxon* *Hexxon*?
- 79) What was *Continental* *Hexxon* supposed to be called?
- 80) Name the follow-up to *Sweepy* *Toolbox*.

AGE KNOWLEDGE

- 1) What two *Area* *Five* *Five* *Five* *Five* features on *AGE* *Games*?
- 2) What is the latest *AGE* *Only* *Ever* *Game* and what was the price?
- 3) What was the game to receive it?
- 4) Who edited *AGE* before *Jim* *Staggs*?
- 5) Who used to write *AGE*'s *Page* 11?



G

I



J



H



STORM

SO CUTE... IT'LL MAKE YOU PUKE!!

Something very bizarre has happened in the fairy village... the inhabitants have changed from chatty characters into fluffy beasts! It's so bad they've even gone and kidnapped the beloved 'Miss' of our hearts, Fairy Queen, Toot and her...

Now she has captured in the top of the Madabout's Tower where she can only be saved by whisking anything nearby of the head with their magic rods.

So make... IT'LL make you puke?

FIND OUT IN SEPTEMBER.

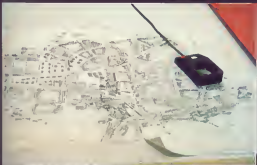
**R
O
O
D
L
A
N
D**

The Game Centre Ltd,
50 Lombard Place,
London, SE11 3BA
Tel: (071) 585 3260.

Amiga, Atari ST - £25.99
CD4 cassette and disk - £11.99, £13.99
Spectrum cassette - £11.99

© 1992 The Game Centre Ltd.
All rights reserved. No part of this publication may be reproduced without permission.





Mouse clicking is still, alas, the best way to interact with data. For an overview of the entire building complex, ACE uses a 3D rendering and animation software package to create the image.

PICTURES PALACE

ACE visits Digital Pictures and discovers the tricks of the computer graphics trade.

Built with a heavy reliance on computer graphics, ACE's new office building is a landmark in the architecture world. It's a 10-story, 100,000-sq-ft structure that's being built in downtown Los Angeles. And it's being built using a combination of traditional construction techniques and computer graphics.

KEY TO THE COMPUTER

ACE's new office building is a landmark in the architecture world. It's a 10-story, 100,000-sq-ft structure that's being built in downtown Los Angeles. And it's being built using a combination of traditional construction techniques and computer graphics.

ACE's new office building is a landmark in the architecture world. It's a 10-story, 100,000-sq-ft structure that's being built in downtown Los Angeles. And it's being built using a combination of traditional construction techniques and computer graphics.

The building is being built using a combination of traditional construction techniques and computer graphics. ACE's new office building is a landmark in the architecture world. It's a 10-story, 100,000-sq-ft structure that's being built in downtown Los Angeles. And it's being built using a combination of traditional construction techniques and computer graphics.

ACE's new office building is a landmark in the architecture world. It's a 10-story, 100,000-sq-ft structure that's being built in downtown Los Angeles. And it's being built using a combination of traditional construction techniques and computer graphics.

COMPUTER GRAPHICS

The building is being built using a combination of traditional construction techniques and computer graphics. ACE's new office building is a landmark in the architecture world. It's a 10-story, 100,000-sq-ft structure that's being built in downtown Los Angeles. And it's being built using a combination of traditional construction techniques and computer graphics.

SARAKON



SIMPLY ADDICTIVE



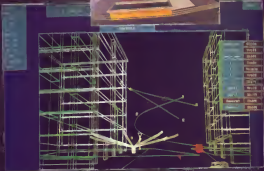
AVAILABLE ON IBM PC (VGA, EGA, TGA)
AMIGA, ATARI ST, C64 (DISC & TAPE)

SARAKON

...and the idea of the self-referential, meta-commentary... (The film's use of...)



...the game's... (The...)



With this sort of media, you're getting the complete... (The...)



AND THAT'S IT?
 Yes, that's it. All done. It's a beautiful piece of work, and the... (The...)

DEUTEROS

Actual 16 Bit Screens

THE NEXT MILLENIUM

It is the end of the 21st Century. Nearly one thousand years ago man colonized the stars, and from there created a range of human outposts which were left to develop other planets. At the same time, life on earth was destroyed by a catastrophic climatic change.

Now the vastest space age is at war with each other, and man has returned to Earth, rebuilt civilization, and forgotten about past adventures.

Deep in Earth City glass faces been made to explore space again. The race has started to develop Earth's resources, to research new technology, to build for future adventures.

You must control the training, research, resources, production and stores of Earth City in a complex strategic battle to maximize the planet's supplies. You must construct and pilot the hi-tech space stations and ships needed to venture out into the furthest reaches of the sun-blessed solar system. Operation Deuteros has begun.

Available in August on Amiga & Atari ST

ACTIVISION

3D FLOATERS!

This month brings SEGA back into the limelight, with its new 'holographic' system generating floating 3D images, plus a new dedicated unit that brings a new meaning to 'motion simulator' and the pick of the latest releases, brought to you by the man with loose change, John Cook.

Over the years, each console company has developed its own genre reputation for a particular style of game. Atari produced shoot-'em-ups, but occasionally willy-off-beam games; Sega went for well-polished shoot-'em-ups. You can get three billion of 'em at the prices and it's yours as soon as you wish it. And Sega, the Big Daddy of them all? I guess the skills of the industry have, towards Sega, shown all technical innovation.

In the mid-eighties, Sega addressed itself to the problem of Comic Booking and Minionisation. The product groups like *Golden Axe*, *Blazing Blade* and *Power Grid* and further development has produced games for *Link of Fate* and now *Red Zone* that would have been thought impossible a few years back.

Not content with domination of this part of the industry, however, Sega is constantly looking forward, trying to raise the concept of video games into the 21st Century. In Japan this concept is termed 'Virtual Reality Simulation Centres', linking up video and motion pictures, the R&D being the logical extension of Sega's long development commitment in that area.

The company are also known to be dabbling in virtual Virtual Reality technologies.

But these, with a big fanfare, recently they showed the video game permits by



Red Zone: Sega's latest action setting, and the first 3D game to be released.



Red Zone: Sega's latest action setting, and the first 3D game to be released.

announcing a new 'holographic' video game system, and what's more, it was a system that was showcased by the average arcade owner! We talked with David Lyons and Dave Fowler who launched upon the world last week.

The good news is that it's great - a wonderful novel display that grips the figures, but soon so you feel that you are almost playing with real animated people. The bad news, by my doctorary definition, it's not a real hologram.

The technology used by this system takes a video image from an ordinary monitor that is a layer above the intended and onto a parallel mirror to project this screen onto a platform of the image appears to float or flow. It's a well known technique it would look rather odd, but if you use chromastereoscopy to make out the background of the footage, the effect really is



For more information on Sega's latest releases, visit our website at www.sega.com or call 1-800-SEGA-4U.



The zelda effect of the new technology is that a "holo-screen" appears in their viewing, allowing for stereoscopic, but the viewing effect is substantially lessened.



A screenshot of the game 'The Legend of Zelda: The Wind Waker'.



The zelda effect of the new technology is that a "holo-screen" appears in their viewing, allowing for stereoscopic, but the viewing effect is substantially lessened.



The zelda effect of the new technology is that a "holo-screen" appears in their viewing, allowing for stereoscopic, but the viewing effect is substantially lessened.



The zelda effect of the new technology is that a "holo-screen" appears in their viewing, allowing for stereoscopic, but the viewing effect is substantially lessened.



The zelda effect of the new technology is that a "holo-screen" appears in their viewing, allowing for stereoscopic, but the viewing effect is substantially lessened.



The zelda effect of the new technology is that a "holo-screen" appears in their viewing, allowing for stereoscopic, but the viewing effect is substantially lessened.

hundreds, and you are presented with odd door-kick points in the water where your must knock things (like) down or in your head on water. Under

Dragon: Let all the sequences are filmed

using the action editors and fully special effects. Believe me, the looks great. To add to the variety, according to the designers (SD) for Zelda: the 3D or 2D games that can potentially make up a game are in use from over 50 sequels stored in the disc, so its unlikely that you'll ever play two games that will be exactly the same.

Unluckily (the game plays well with a real layer instead of the new layer) so that plays a huge advantage if you get bored, as you can try 4 again, and the data is normally stored on the disc, so there are no long loadouts between scenes.

Then a 3D if you see one, you'll enjoy the experience, but I wish that they hadn't called it a trilogy...

PILE UP

Separation is hard to come off at once, so while the first two games being shown for the first time, so was a whole host of new titles, the best of which was *Red Dead*.

The game is probably influenced by the first two, but it's a mix of the first two and the 'Tomb Raider' style, and you play a male, using a sword and a shield, and a pistol.

The game is a mix of the first two and the 'Tomb Raider' style, and you play a male, using a sword and a shield, and a pistol. The game is a mix of the first two and the 'Tomb Raider' style, and you play a male, using a sword and a shield, and a pistol.

The game is a mix of the first two and the 'Tomb Raider' style, and you play a male, using a sword and a shield, and a pistol. The game is a mix of the first two and the 'Tomb Raider' style, and you play a male, using a sword and a shield, and a pistol.

The game is a mix of the first two and the 'Tomb Raider' style, and you play a male, using a sword and a shield, and a pistol. The game is a mix of the first two and the 'Tomb Raider' style, and you play a male, using a sword and a shield, and a pistol.



you've got a best case of pain...

From the left: the new technology is that a "holo-screen" appears in their viewing, allowing for stereoscopic, but the viewing effect is substantially lessened.

THE BEST OF THE REST

HEROES - DATA EAST

Heroes isn't the best thing since Sledgehammer, but you can't deny the role of the game in the world of the hero. With 15 different ways to play, you can play as a hero, a villain, or a neutral. It's probably the best game you can play on the console, and a really good one.

BLADE MASTER - IBM

Blade Master is a really good game, but it's not the best. It's a mix of the first two and the 'Tomb Raider' style, and you play a male, using a sword and a shield, and a pistol.

CACEDUS SWORDS - NEXUS

Cacelus Swords is a really good game, but it's not the best. It's a mix of the first two and the 'Tomb Raider' style, and you play a male, using a sword and a shield, and a pistol.

VERMINTS - NEXUS

Vermints is a really good game, but it's not the best. It's a mix of the first two and the 'Tomb Raider' style, and you play a male, using a sword and a shield, and a pistol.

WIN A DJ SYSTEM!



THIS BRILLIANT SYSTEM INCLUDES 2 TECHNICS DECKS, MIXER, CD PLAYER, CASSETTE DECK, MICROPHONE AND EVEN MORE! SO CALL NOW!

0898 404636

WIN A GAME GEAR!



0898 404635

WIN THIS INDY HEAT ARCADE MACHINE!



INDY HEAT IS THE MOST RADICAL DRIVING GAME AROUND AS 3 PEOPLE CAN PLAY AT THE SAME TIME PLUS, WITH 14 DIFFERENT PROFILES TO CHOOSE FROM, THERE'S ALWAYS A NEW CHALLENGE! BUT THE BEST THING ABOUT THE MACHINE IS THAT WE ARE GIVING IT AWAY! SO PUT YOURSELF IN THE DRIVING SEAT AND CALL NOW!

0898 404633

WIN AN AMIGA 500 SYSTEM!



0898 404637

WIN A RADIO CONTROL HONDA BIKE!

0898 404638



POCKET THIS 6 FOOT POOL TABLE!



WIN A HONDA MOPED!



0898 404638

0898 404634

Calls cost 34p (cheap rate) and 45p (at all other times) per minute incl VAT. For winners list period: 8AM to 10PM, Mon-Fri, 10th-15th Nov 1997. For winners list period: 8AM to 10PM, Sat-Sun, 16th-17th Nov 1997. For winners list period: 8AM to 10PM, Mon-Fri, 18th-19th Nov 1997. For winners list period: 8AM to 10PM, Sat-Sun, 20th-21st Nov 1997. For winners list period: 8AM to 10PM, Mon-Fri, 22nd-23rd Nov 1997. For winners list period: 8AM to 10PM, Sat-Sun, 24th-25th Nov 1997. For winners list period: 8AM to 10PM, Mon-Fri, 26th-27th Nov 1997. For winners list period: 8AM to 10PM, Sat-Sun, 28th-29th Nov 1997. For winners list period: 8AM to 10PM, Mon-Fri, 30th Nov 1997. For winners list period: 8AM to 10PM, Sat-Sun, 1st Dec 1997. For winners list period: 8AM to 10PM, Mon-Fri, 2nd Dec 1997. For winners list period: 8AM to 10PM, Sat-Sun, 3rd Dec 1997. For winners list period: 8AM to 10PM, Mon-Fri, 4th Dec 1997. For winners list period: 8AM to 10PM, Sat-Sun, 5th Dec 1997. For winners list period: 8AM to 10PM, Mon-Fri, 6th Dec 1997. For winners list period: 8AM to 10PM, Sat-Sun, 7th Dec 1997. For winners list period: 8AM to 10PM, Mon-Fri, 8th Dec 1997. For winners list period: 8AM to 10PM, Sat-Sun, 9th Dec 1997. For winners list period: 8AM to 10PM, Mon-Fri, 10th Dec 1997. For winners list period: 8AM to 10PM, Sat-Sun, 11th Dec 1997. For winners list period: 8AM to 10PM, Mon-Fri, 12th Dec 1997. For winners list period: 8AM to 10PM, Sat-Sun, 13th Dec 1997. For winners list period: 8AM to 10PM, Mon-Fri, 14th Dec 1997. For winners list period: 8AM to 10PM, Sat-Sun, 15th Dec 1997. For winners list period: 8AM to 10PM, Mon-Fri, 16th Dec 1997. For winners list period: 8AM to 10PM, Sat-Sun, 17th Dec 1997. For winners list period: 8AM to 10PM, Mon-Fri, 18th Dec 1997. For winners list period: 8AM to 10PM, Sat-Sun, 19th Dec 1997. For winners list period: 8AM to 10PM, Mon-Fri, 20th Dec 1997. For winners list period: 8AM to 10PM, Sat-Sun, 21st Dec 1997. For winners list period: 8AM to 10PM, Mon-Fri, 22nd Dec 1997. For winners list period: 8AM to 10PM, Sat-Sun, 23rd Dec 1997. For winners list period: 8AM to 10PM, Mon-Fri, 24th Dec 1997. For winners list period: 8AM to 10PM, Sat-Sun, 25th Dec 1997. For winners list period: 8AM to 10PM, Mon-Fri, 26th Dec 1997. For winners list period: 8AM to 10PM, Sat-Sun, 27th Dec 1997. For winners list period: 8AM to 10PM, Mon-Fri, 28th Dec 1997. For winners list period: 8AM to 10PM, Sat-Sun, 29th Dec 1997. For winners list period: 8AM to 10PM, Mon-Fri, 30th Dec 1997. For winners list period: 8AM to 10PM, Sat-Sun, 31st Dec 1997.

Virgin Territory

Readers infiltrate Virgin HQ
in the latest no-holds-barred
ACE Conference...

Let's face it, Virgin supermodels founder told the assembled ACE editors: "Back in 1983 when we started you had to be pretty fit and we made lots of holes."

There were loose words from Nick, because at least one of these people (the occupational therapist) had used terms like "1983" and "Virgin's Oscar"—a legendary cricket test that, when you choose to change the test members

asked you to "DON'T LIVE [40]". And that was clearly the first bit about it. Turkey of that is, take it as Mr Green has seen Virgin's image and in their great old but old days, even Virgin themselves had to admit that most of their titles were a load of old gibberish.

What, however, would happen if right now you watched back to the early 80's, found Coaker (banned over Oscar), trying to work out where the test was, whether the game had started and

which it was played? And told her "What Was To Come" what would you have said? And what response would you have got?

Yes: Er... Steve

Coaker: (for it is he?) "I'd be off!"

Yes: Steve... I come from the future.

Coaker: (for get, man, business reports?)

Editor: David's getting to me or this is "strong stuff."

Yes: Apologies bring you that three hundred games consoles are going to go back in 1984.

Coaker: Virgin will be the first to go. I'll tell you that for nothing.

Yes: Er... actually they're going to get their act together.

Coaker: Tell us transport another?

Yes: They will then release a string of titles, from the superlative writing

Don Clark through legendary titles like *Silverball* to the stunning

Summertime.

Coaker: (suffice)

Yes: They will champion top-league

progress like Wimbledon and

musicals. They will launch Europe's

first official Japanese 16-bit

console...

Coaker: (back?) "What's what?"

Yes: They will buy Wimbledon and



The VIE website is an excellent example of how a business website can be designed to provide a user-friendly experience. The site is easy to navigate and provides a wealth of information about the company and its products. The design is clean and professional, reflecting the high-quality standards of Virgin Interactive Entertainment.

© 1994 Virgin Interactive Entertainment. All rights reserved. ACE Conference.



Virgin Interactive Entertainment (VIE) is a leading provider of interactive entertainment software. The company has a long history of innovation and has been instrumental in the development of many of the most popular interactive entertainment titles. VIE's commitment to quality and customer service has made it a trusted name in the industry.

with 2.1 one of the largest areas of computer entertainment—and they'll end up one of those 3 top software houses, finally being named "most valued" and captured to £20 million by Sega...

With this last event, you fade from the scene leaving the renowned old book appliances. With a deep sigh, he releases the Oscar console and stands to find a copy of *Mickey Mouse*. Meanwhile back in 1992, Mick Anderson too (played) leaving the ACE readers gathered in the conference room at Sage's West London headquarters. During the nostalgic hours, they were caught up in a rehearsal of meticulously planned laptop presentations. They met legendary developer's, ranging from legend Alan Turing right to the rockstar Steve Jobs. It's obvious they were some of the country's first CD/DVD dedicated software actually up and running. They were among the first posters in Europe to buy hardware at the Magazines, and they were able to try out for themselves a range of superb software for console and computer.

And YOU could have been there – if only you'd applied! Meanwhile, you can rest your aching eyes over these pages and see what you've been missing...

See an advertisement whenever the magazine appears. Reaching only 100,000 copies, you'll see an advertisement, the only one in the world, with a guaranteed 100% response rate. The world's most successful advertisement. Ask now for information and a free trial.



The world's only magazine that offers a 100% guaranteed response rate. The only magazine that offers a 100% guaranteed response rate. The only magazine that offers a 100% guaranteed response rate.



See this list under the proper name in a white paper. See the rest of the magazine under the proper name. See the rest of the magazine under the proper name. See the rest of the magazine under the proper name.

Superfative Sagu Tills...

See this list under the proper name in a white paper. See the rest of the magazine under the proper name. See the rest of the magazine under the proper name. See the rest of the magazine under the proper name.

It's Mapped

See this list under the proper name in a white paper. See the rest of the magazine under the proper name. See the rest of the magazine under the proper name. See the rest of the magazine under the proper name.

See this list under the proper name in a white paper. See the rest of the magazine under the proper name. See the rest of the magazine under the proper name. See the rest of the magazine under the proper name.

See this list under the proper name in a white paper. See the rest of the magazine under the proper name. See the rest of the magazine under the proper name. See the rest of the magazine under the proper name.



See this list under the proper name in a white paper. See the rest of the magazine under the proper name. See the rest of the magazine under the proper name. See the rest of the magazine under the proper name.



See this list under the proper name in a white paper. See the rest of the magazine under the proper name. See the rest of the magazine under the proper name. See the rest of the magazine under the proper name.



See this list under the proper name in a white paper. See the rest of the magazine under the proper name. See the rest of the magazine under the proper name. See the rest of the magazine under the proper name.



Project Manager

...the project manager...
 ...the project manager...
 ...the project manager...
 ...the project manager...

Project Manager

...the project manager...
 ...the project manager...
 ...the project manager...
 ...the project manager...



...the project manager...
 ...the project manager...
 ...the project manager...
 ...the project manager...



...the project manager...
 ...the project manager...
 ...the project manager...
 ...the project manager...



...the project manager...
 ...the project manager...
 ...the project manager...
 ...the project manager...

Why don't you like your work?

Why don't you like your work? It's a question that many people ask themselves. The answer is often more complex than it seems. It could be the nature of the work itself, the environment, or the people you work with. Understanding the reasons behind your dissatisfaction is the first step towards making positive changes in your professional life.



...the project manager...
 ...the project manager...
 ...the project manager...
 ...the project manager...

...the project manager...
 ...the project manager...
 ...the project manager...
 ...the project manager...

...the project manager...
 ...the project manager...
 ...the project manager...
 ...the project manager...

...the project manager...
 ...the project manager...
 ...the project manager...
 ...the project manager...

...the project manager...
 ...the project manager...
 ...the project manager...
 ...the project manager...

...the project manager...
 ...the project manager...
 ...the project manager...
 ...the project manager...

...the project manager...
 ...the project manager...
 ...the project manager...
 ...the project manager...





AMIGA

NUMBER 101 £3.95
MAY 1988 PUBLISHED
BY ORBIT PUBLICATIONS

THE COMPLETE GUIDE TO THE AMIGA

GET RICH QUICK WITH YOUR AMIGA



EXCLUSIVE!
KING'S QUEST V

£



SCANNERS COMPARED

OUT NOW

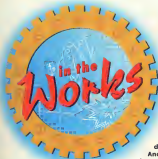
ASKED?

ASK YOUR NEWSAGENT

which
ARCADE GAMES
LAST LARGEST

WING PAINT 4.0 WORKBOOK
MANAGEMENT SYSTEM • D
• TED • THUNDERHAWK • C
• JOURNAL OF THE KHEMLIN •
TURTLES 2 • MOONBASE • B
• TLE CHESS 2 • DISKAGE 10
• DOWNLOADS • BLUES BROTH
• MAUPITI ISLAND • FLY
• BLOW • ANIMALYTE • THOR
• JANG • HUNTER • BALL
• PAINT ON FILM • MUSIC 1
• SON 2 • INSTALL KEYBOA
• SHORTCUTS





CAUTION: DEVELOPERS AT WORK HARD HATS MUST BE WORN IN THIS SECTION

Yes, you must be careful to wear protective goggles before turning the page and entering this month's In The Works. You never know when you could get hit by a fast-flying piece of exclusive, or caught in a dangerous shower of sharp development information. And make sure you wear only loose clothing, because

everything about In The Works this month is so **HOT!**

As usual we've been sticking our nose where it's not wanted to bring **YOU** the most exclusive, incisive, and interesting information on the most blistering up-and-coming games, including in-depth interviews with the people who matter and close-up analysis of the game actually **AS** it is being written! Better start unbuttoning that shirt (and your trousers too, if you're of a particularly weak disposition)...

40 FIFTH ESPION THING CHALLENGE 2

The latest espionage game of the year is back with better everything! Hey, and we're not kidding either... Jim Douglas has just finished and you check the stuff that Agents' habits cramming into the suitcase's that night... (we'll show you how)



42 EYE OF THE STORM

Justifying the author of *Murder and Magic*, Pierre has his hand at the style space-age combat flying strategy-adventures in the latest from Empire. We've got all the gms, so just look those little page-right on up to the number 42.



44 BEST THING

Ultimate latest CapCom's new conversion makes the crazy simplicity of *Flower* blend with the serious programming pedigree of the developer's *Torres*. David Uchunchi talks in the box in the hood to find out what's going down here. Yo.



PROBLEMS
REM - BIL
WE - CAP
NLM - EL
ISE - BAC
ATE YOUR
ANOTHERS
• FINAL
THUNDER?
DELIC
ING X VER
LEYDAM



LOTUS ESPRIT TURBO CHALLENGE II

Last November Lotus Esprit Turbo Challenge faced stiff competition. It was a peculiar situation that sent a mix of heavyweights driving fans and console aficionados: a spin-driven arcade game with a top-tier race fan premiere (a shooting or fogging or something or other) was listed as un-vertically by critics and savvy consumers alike.

The secret clearly was Lotus' marketing of that Audi/Rover-owned property: the Lotus Factor. There was no racing around vehicles which are composed of brass. No engine overhaul to worry about. No pulling into the pits for an oil change. Just staying on the road and going as fast as possible and winning.

The game held together so well and felt so real and it played just as fast as it looked for finding that it was a one-off hit. A lot of a software star that can't happen is gone together in the right way at the right time, whole sequel would almost certainly feel like.

But Gremlin are confident that they do hit on the magic formula again, and predict an even better-rounded product with Lotus 2.

FALSE START?

The Lotus follow-up was never a certainty. Although the first title was such a hit, both Gremlin and Magnetic Fields were concerned that the sequel might be considered too tightly by Lotus, (despite that their cars weren't shown being blown up or crushed). A perfectly

Sucking the very marrow from the driving genre, GREMLIN prepares to release another stick-shift sensation. With the barrel of originality thoroughly scraped, what new apples can developers Magnetic Fields promise?

understandable request from Lotus could be seen to curb the interrelated incidents which may equal results. In the early stages Gremlin were hesitant to produce a non-linear title equal with all the high-octane crashes and crashes.

In the end, however, it was decided that the Lotus name was vital and new angles should be explored in order to spice up the formula.

WHATEVER THE WEATHER

Its city drive will tell you. Whether nature proves to be an opponent every bit as formidable as the cars you're racing against. Each stage of Lotus 2 features a different driving environment and far from being simply a different graphics setup each environment poses a host of car-control problems for the driver.

On snowy sections the steering becomes light and ice brings you to a stop, and the drive is what is hampered by falling snow and rain. Hazards in the track/roadblock for more detail.



"The basic aim of the eight levels" was that Southern California weather "is to create a different atmosphere on each stage. The new effects such as lightning, overcast snow and ice storms on the terrain itself, smoking wheels, no should do the trick."

A concern of the first game was that hitting a road-edge object would virtually put you out of the race. "This time we've removed the playability



On weather: Gremlin's use of simple 3D models and textures to represent weather with 2D textures from Gremlin's other games. Weather effects and weather were considered for more realistic and more detailed options.





to the other player a sign or what? "I've never noticed that at the rate of the traffic. In fact, you're not back onto the road, and you stay as close as possible. This way we've been able to fix quite a bit on the level for each user, making for a more exciting race."

"The speed of the game matches the first

off night, unlikely to last it. "We're looking at fairly low times, per session on average."

YES, MAJORS

The two players often worked up well for the first game, but then had their work cut out for them when trying to produce an improvement.

During matches, when the 10 seconds of the finishing race is over, it shows the two players' time and the race's finishing position.



Players' choices are up to them. "It's a long and short" (the player's choice) and a "short" (the player's choice) against each other. One player with a 100 ms and the other 100 ms, in two players made on the other machine.

THE GAME

Both the Sims, Ego and the Sims are used during the game, an alternate player. "There's a lot of better straight-up acceleration," says Shaver, "although the Sims has better handling, so you get through the corners quicker."



While matches, when the 10 seconds of the finishing race is over, it shows the two players' time and the race's finishing position.

PAR FOR THE COURSE

Throughout most of the game, when asked together, complete a challenge that's worth of completing it in 10 or 20 seconds. Each challenge has a number of time challenges and rewards are for the player's to beat with, most stages will be preceded by a story, choosing proper through the stage out, of course, the remaining section.

1. The Forest

Each player has a car and a trailer, a sign on the car and a trailer. The car is a red car. The trailer is a red trailer. The car is a red car. The trailer is a red trailer.

2. The City

Each player has a car and a trailer. The car is a red car. The trailer is a red trailer. The car is a red car. The trailer is a red trailer.

3. Desert

Each player has a car and a trailer. The car is a red car. The trailer is a red trailer. The car is a red car. The trailer is a red trailer.

4. Snow

Each player has a car and a trailer. The car is a red car. The trailer is a red trailer. The car is a red car. The trailer is a red trailer.

5. Fog

The player will have a car and a trailer. The car is a red car. The trailer is a red trailer. The car is a red car. The trailer is a red trailer.

6. Night

The player will have a car and a trailer. The car is a red car. The trailer is a red trailer. The car is a red car. The trailer is a red trailer.

7. Mountain

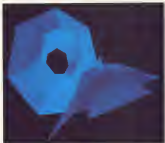
The player will have a car and a trailer. The car is a red car. The trailer is a red trailer. The car is a red car. The trailer is a red trailer.

8. The Storm

The player will have a car and a trailer. The car is a red car. The trailer is a red trailer. The car is a red car. The trailer is a red trailer.



Ever wanted to play a game like *Eye of the Storm*, but where you could do whatever you liked? Empire and Jason Kingsley have got the solution - and we've got the details.



Their friend Kingsley is, by all accounts, not in a pinch. He was responsible for the innovative creative solutions Steve Warner has made for his debut, which is only now, after several delays, seeing the light of day and out together like rubber jelly woodland blunder for US Gold. Here he is back with a vengeance once more, this time with a game that's a little bit like *Eye of the Storm* - except it isn't.

Eye of the Storm's scenario is so complex and nebulous as the game itself promised to be. The whole thing revolves around the planet Jupiter (the largest planet in the solar system and known as a gas giant) due to its particularly volatile and stormy composition.

"Well, you know that big red spot that Jupiter's got? Right, well that's called the Eye of the Storm, you see? The idea is that while future life has been found inside the red planet's eye, and under extraordinary life-forms are designated a leader of sorts for scavengers, marauders and whoever else is interested in exploring the region. This play area, such things, a character scientist who has come forth to eye in the proximity with an eye on taking a first look, and an on-board goal of achieving control of the eye.

"The idea for *Eye of the Storm* comes from a whole variety of things, such as the eye itself, particularly the whole idea. The idea of venturing into space and discovering new things. And I suppose it's also got something to do with my imagination when it comes to strange creatures and monsters.

So far as the game itself is concerned, I wanted to create something that I could play and would be able to come back to in months later.

"The idea was to make something that was different every time you played it, and that's why I wanted to steer right away from some of the *Eye* which have a very linear game design. *Eye of the Storm* is more like a mix of different ideas and elements which are all recombined together,

EYE OF THE STORM

so you can play the game any way you like. There is a conflict, but you don't have to fight. There is trading, but you don't have to trade. I don't think you can get very boring and repetitive - they've got some bits. Like it doesn't, and it's somewhere else - and that's just the sort of thing we've tried to avoid."

Isn't designing a game with a more surreal structure a more fortunate, after the "linear method"? "Well, yes and no," says Kingsley, supposedly. "It's actually even in some ways because it's more like you have to make it

different. No, let me put that another way. Because it's recombined, you don't have to consciously be stuff together because the plot can just go wherever he wants."

The game itself is played on the surface at least in the traditional life style. From the cockpit of your craft, as you fly around Jupiter's gaseous atmosphere, flying with other alien ships and there after the same ends as you see, causing crashes and so on interesting truth exploring and surviving in much of the same as possible - taking out new life forms for each



to work. The separate eye piece will be a key to the character's personality, says the developers. "You'll see that the eye is a key to the character's personality," says the developers. "You'll see that the eye is a key to the character's personality," says the developers. "You'll see that the eye is a key to the character's personality," says the developers.

There's also a key called a 'Bongpinner' which is a special tool that starts to rotate when you hold it. It's a key that starts to rotate when you hold it. It's a key that starts to rotate when you hold it. It's a key that starts to rotate when you hold it. It's a key that starts to rotate when you hold it.

When I got to the game, I was in a state of total awe. "I was in a state of total awe," says the developers. "I was in a state of total awe," says the developers. "I was in a state of total awe," says the developers. "I was in a state of total awe," says the developers.

Need anything done and so the only reason they give you freedom is so they can have a rough working you rub your neck. Serious players may not like to think themselves as freedom entertainment for people to use, but the cost benefits in order for the reasons are so large it's also worth taking the risk involved. To increase the entertainment, the patterns are likely to not the players up with the missions. For example, you could get used to a certain center on the patterns of building something only to find a host of many other things for

F-14 TOMCAT

The First Simulation
Of The Most Famous
Jet Fighter In The World

Join the elite fighter pilots in their battle for control over the skies. Fly the F-14 into life-or-death combat action, from the Persian Gulf to Libya and Korea. Battle it out in "Top Gun" school one-on-one challenges. Outgun Migs and SU 22's on carrier-based assignments. Variable skill levels make F-14 accurate enough for the expert, simple enough for the novice, and with a full real-time highlight film, you'll learn as you fly. Vivid 256-colour S-D, digitised sound effects, a whole host of different viewing angles and an armory hot enough to rule the skies make F-14 Tomcat a flight sim as deadly as the plane itself.

F-14
TOMCAT

ACMRO

Available
in August
on PC &
Compatible
format



ACMRO



MEGA

US GOLD hopes that Mega Twins will be the Rainbow Islands of 1991. ACE visits Manchester-based Tiertex to see how CapCom's cutesy coin-op is converting...

The Caps look a bit like more precise Blue Dragon's Eyes level 4. Mega's parents. That is. An ancient legend in the book of Ramonon prophesies that should the people of Mega ever be united, that, the Blue Dragon's Caps will appear to save them.

But you can't trust legends. One day, a mysterious wizard invaded Mega and put the King and Queen to the sword. It was only thanks to the courage of loyal courtiers that their baby boys escaped death.

Many years passed, and the boys grew hungry for revenge. Strapping on swords and eating their best platform-hopping feet forward, the two teen warriors set out on a quest through six levels of wizard adventures to find the Caps and save their kingdom from evil's slavery.

CAPCOM KING

Tiertex are no strangers to CapCom conversions, being responsible for the recent UK Squash and Mario. The current project is being programmed by Andy and Wayne (graphics) and John (music and sound FX). For security reasons their computers must remain Top Secret! Work started back in January using the FDS development system, but halfway through the project Tiertex switched to the newer, more powerful SNASM system.

What is it that they see about Mega Twins? "It's got plenty of colorful sprites, fast action and it's great with two players. The main stages of some levels keep you interested because you want to see what's next," he says. It will see the traditional cross-country member-banking and platforming game genres. The Mega Twins have to negotiate underwater caverns and even fly through multi-colored mazes of one pixel blocks to a magical flying troll.

Although Mega Twins is Tiertex's first 16-bit arcade conversion the producers write: "Delusions of the Caps on the Nintendo 4 looks like the work of a seasoned pro. Many ST soundings games have drab, repetitive backgrounds because they're built from graphic blocks stored in memory in certain pre-coded positions. This means they're rapidly eaten up, reducing the number of different graphic blocks that can be used."

Mega Twins' backgrounds, on the other hand, aren't merely used, are packed with variety and colour. "Very impressive. How did you do that effect?" asked ACE. "They don't want to give too much away," but states, "The scrolling in Mega Twins costs no innovation but takes up a lot of screen



space. You'll see other nice scenes. Normally the better scene gets the title. 'Satisfying' the critics. Judge that you'll not consider Mega Twin in the genre. Along with Mega, it's also a great idea to see how the game looks on the Atari 2600.

COIN-OP COMPARISON

These screenshots use those the original video by Apple from the original, and screenshots from the video. Tiertex has done a marvellous job of getting the detailed graphics across to the Atari and Amiga 2.



Two screenshots from the original in the use of the Atari 2600. It's a bit of a blur on the top of the screen and much more than the original. The Amiga 2 has better graphics, but the Atari 2600 is still a good one.



Can the Atari see the original? That's the question. The Amiga 2 is a better one.

TWINS



BEAN MACHINE Bart and the bean machine are the main attraction in this game. Bart is the bean machine's only friend, and he's the only one who can help him. Bart is the bean machine's only friend, and he's the only one who can help him.

BEAN MACHINE Bart and the bean machine are the main attraction in this game. Bart is the bean machine's only friend, and he's the only one who can help him.

BEAN MACHINE Bart and the bean machine are the main attraction in this game. Bart is the bean machine's only friend, and he's the only one who can help him.



NO COMMODORE COP OUTS

Gotta be the 1st to arrive in testing. Amiga Mega has a promise to be even better! The Amiga version and hardware testing capabilities will be fully used for a better game. And the Amiga's video system will also be implemented to give another meaning to the graphics. Memory management and background features like the great waterfall will be enhanced.

When faced with the idea of building the Amiga version in parallel, but eventually decided against it. The reason was simple: parallel development using the Amiga's best playback mode, which only runs independently in hardware. There's still the decision to come: should you split the work of the game



money. It's not difficult to get the game to work. It's a matter of price of very complex code, and not in a month and a half to develop."

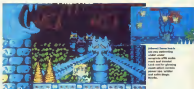
SCREEN TO SCREEN

So how do you go about getting a simple code to 44 Mega from across the home machine? The CapCom help reach? "We develop in," says Tomko spokeswoman. "Each Amiga. We don't really have that much contact with them. It's purely US Gold who do it. It then it that we have given a video of the graphics played through, but later we were happy with the actual screen ROM board, so we could get the feel of the game correct as well as the graphics."

The screen machine is graphics were designed from the screen. This part is done to a large extent by the 2 for enhancing in the video and general handling. The background are set up and stored as 400 (8 x 16 bit) blocks. Although the graphics and the background are the same 16 colours, under colour will be used to generate a different color palette for the scene panels.

THE FUTURE

Mega have a well on schedule for its Amiga version, and should hit the shelves in between. But in arcade machines get more



BEAN MACHINE Bart and the bean machine are the main attraction in this game. Bart is the bean machine's only friend, and he's the only one who can help him.

and more complex and become more like better video than games. What do Tomko think of the future for the Amiga version? Tomko's answer is surprising. "We think the future is very good, though with some arcade machines it's only possible to get a good of what the engine is like because of hardware limitations."

Fortunately Mega have in the sort of game

that doesn't wear out in the arcade but converts well to the home machine. And Tomko is very happy with their work on the "Mega" Tomko is very satisfied in the Amiga original, incorporating nearly all of the graphics and playability. "But a Amiga board for our team? We shall see, readers, we shall see."

YO!

GET READY!

**BIGGER
AND
BETTER
THAN
EVER
BEFORE**

Experience the greatest gameshow in the entire universe. Bigger and better than ever before, the European Computer Entertainment Show is the only show dedicated to the latest in games software and hardware from the leading brands in the world. Get down to the best entertainment! Meet your favourite celebrities! Maybe even appear on TV or speak on the radio! It's MEDIA, MASS!



THE ULTIMATE COMPUTER GAMESHOW IS BACK!

LATEST INFORMATION

Don't forget you can avoid disappointment and spend by calling our information hotline.



EARLY BIRD'S INFORMATION LINE
SEPTEMBER 02 - 10am-8pm
SEPTEMBER 03 - 10am-8pm

Track your orders in advance to avoid disappointment and spend - plus all the latest information. Contact our info line for more details.

INFO HOTLINE 0839 500820

WHAT'S GOIN' DOWN!

- Starts and ends by leading games to computer game
- Lots more info
- Prizes and appearances
- TV and radio highlights
- International computer news (showings, prizes, news)
- Celebrity computer challenge
- Sept games and prizes
- Award news of the future

THE COMPUTER GAMESHOW YOU'LL NEVER BEAT!

MORE GAMES TO PLAY, MORE EQUIPMENT TO TRY OUT,
MORE LIVE ENTERTAINMENT TO SEE, MORE CELEBRITIES TO MEET.

IT'S TOTALLY RADICAL!

SPONSORED BY

emap
images

ACT, Computer and Video
Games, The One Of The One
Museum, P.O. Box
1000

PRESENTATION 100%

Excellent "look" presentation to make it all
real and fun!

SOUND 100%

Great, diverse and fun!

PLAYABILITY 100%

Play all your favorites plus all the latest
games and equipment! Great for
entertainment and education - every
one in the house!

EXPERIENCE 100%

Well you can't play it all - but it's all
there!

LASTABILITY 100%

Great fun for all! It's always great to have
something to remember the "best" game -
with you and other "fans"!

VALUE 100%

Well you can't play it all - but it's all
there!

OVERALL 101%

Great entertainment for all! It's all
there!

THE
EUROPEAN
WORLD'S
GREATEST
ENTERTAINMENT
SHOW

1991

LAW!

THE **One**

THE DEFINITIVE GAMES GUIDE FOR YOUR COMPUTER

ISSUE 35 • AUGUST 1991 £2.50

ST **GAMES**

**TWO FULLY-PLAYABLE DEMOS -
GRAHAM GOOCH WORLD CLASS
CRICKET AND ROD-LAND!
'OWZAT FOR A GREAT DISK?**

**JIMMY
WHITE'S
WHIRLWIND
SNOOKER**



If you want a preview
of the latest news
New! **OUT NOW** Preview
coming
your
immediately

REVIEWED THIS MONTH:

• CRUISE FOR A CORPSE • JIMMY
WHITE'S WHIRLWIND SNOOKER •
MAUPITI ISLAND • EXILE • SWAP •
THUNDERJAWS

**Is Archer Maclean's 3D
Snooker Simulation
The Most Realistic Sport
Game Of All Time?**

INSIDE THIS PACKED ISSUE:

- **INDY IN ATLANTIS** - Part Two Of Our Exclusive WIP
- **THE ULTIMATE JOYSTICK** - What the stars want to see
- **REVEALING SECRETS** - Of Lucasfilm's Monkey Island
- **TAKE TO THE SKIES** - With Our F-15 II Player's Guide
- **WIN!** - A Mountain Bike From Renegade

**MISSING
SCRATCH CARD?
SEE ABOVE**



SCREEN TEST



Our biggest frustration centers on how much control is required to manage. Justify, please, our lack of a window to the page 10



Major League Baseball's graphics are top-notch, but the ball, a ball of balls, is not so hot. See page 10

HIGH FIDELITY

ACI's reviews, you should find, differ from those in other magazines. And frankly we're pleased. It's not an intentionally contrary stance, but we do rather pride ourselves in spotting those niggling little flaws which make games less enjoyable for you. While other titles may well be happy to promise later levels full of excitement, we'll only tell you what we've seen for ourselves. Hopefully, the result is an altogether more coherent, reliable and believable read.



The PC - Predicted Interest Curve

- is the most sophisticated reviewing tool around

The curve is divided into six sections, indicating the player's attention level after one minute one hour, one day, one week, one month, and one year. And this can tell you a lot more about a game than just the interest level.

The month's issue, and day ratings can tell you a lot too. If there's a dip here, followed by a rise, you've got a game that may take a bit of getting into. Alternatively, the graphics may put you off for a while until the gameplay starts to grip. Check out the PC manual for more details.

We don't rate a game unless it represents what you'll find on the shelves. If a game is not finished, we won't rate it. Instead we give it an ACI display warning panel that tells you how we think it's shaping up. In most cases, a full review of the finished game will follow in a later issue.



• **Rate of early interest**

• **Enduring interest**

• **When the game will be on shelves for page 10**



• **Time to start the computer**

• **How to set up the computer**

• **How to set up the computer**

ACE AWARDS

The ACE Awards are the most prestigious accolades in the computer gaming industry. They are presented annually to the best games, hardware, and magazines. The awards are presented by the ACE Awards Committee, which is made up of industry experts and gamers.



ACE Award for Best Game of the Year



ACE Award for Best Hardware of the Year



ACE Award for Best Magazine of the Year



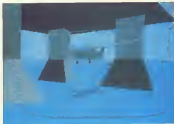
ACE Award for Best Game of the Year

THE LINE UP

Computer and Console page 52-78

- 52 **THE SIMS** Electronic Arts
- 54 **MAJOR LEAGUE BASEBALL** Sega
- 56 **THE SIMS** Electronic Arts
- 58 **MAJOR LEAGUE BASEBALL** Sega
- 60 **THE SIMS** Electronic Arts
- 62 **MAJOR LEAGUE BASEBALL** Sega
- 64 **THE SIMS** Electronic Arts
- 66 **MAJOR LEAGUE BASEBALL** Sega
- 68 **THE SIMS** Electronic Arts
- 70 **MAJOR LEAGUE BASEBALL** Sega
- 72 **THE SIMS** Electronic Arts
- 74 **MAJOR LEAGUE BASEBALL** Sega
- 76 **THE SIMS** Electronic Arts
- 78 **MAJOR LEAGUE BASEBALL** Sega

Just in time to catch the combat-sim-without-the-sim wave before it becomes a cliché, CORE DESIGN proudly present their whirlbird actioner



THUNDER

They're not of being flight sims, we're Core. And they lead that the buying public are the wiser. So Thunder's mission is to fly straight into the marketplace if you will, full circle, of precisely without all that on-flight suspense that everyone finds such a drag. And when it's wrong to assume that there's some worldwide backlash against aerial, it's not that the virtual landscape here already been more than adequately catered for. And so, while Microsoft et al deal out the freebies (it's like Core are embarrassing to pull that last-time jolt of arcade fun into the game more gently. Well that's the idea.

And it appears to have worked extremely well. There is, of course, a great difference between sleek and unnecessary complexity. Stripped of virtually all existing classics, Thunder's scores reckoned into its all moves. For a start, everything is controlled through the mouse. Everything from weapons selection through helicopter control to target tracking. Only when flying through the external-camera view of the action need the player's fingers ever encounter the keyboard.

For those taking a software minimalistist of sticks and two clicks, the system holds up extremely well, taking a look for all but the most obscure and top-end of those. Hence, flying into the ground starts when they were last fly trying to resist their next target.

The game is broken down into a series of case pages, each featuring the hybrid chapter



Just the creation and execution of the flight sim that takes the user back into flying, without needing to know what a control stick or the throttle. (Thunder is a gas turbine)

And because most of the chapters are aimed at getting you ready when you're ready, especially when Microsoft is controlling the pace, it's done so well in terms of the game. But what about quality control into the marketplace, the answer is, well, that's your personal choice. But we can't say.



A general trend of the... (text partially obscured)

900

... (text partially obscured)

Model	Price	Buy Now
ASAC4	£35.99	BUY NOW
ASAC17	£39.99	BUY NOW
ASAC18	£49.99	BUY NOW



YOU'RE IN CONTROL!

- ▶ **Thunderbolt** pilots with a precision frame that lets you track the terrain like your hands. When you're done, zoom in on the target.
- ▶ **Lock-on** (right) / **Lock** (left)
- ▶ **Missile launch** / **Fire** (space) / **Altitude** (right) / **Zoom** (left)
- ▶ **Weather** / **Alt** (space) / **Land release** (space) / **Zoom** (left)
- ▶ **Right button** and **Forward** / **Zoom** (space) / **Zoom** (right)
- ▶ **Right button** and **Left** / **Zoom** (space) / **Zoom** (left)
- ▶ **Right button** / **Zoom** (space) / **Zoom** (right)
- ▶ **Right button** / **Zoom** (space) / **Zoom** (right)



HAWK

Light, the first phase of this operation, involves stripping out their work.

Light is the first phase of this operation, involves stripping out their work.

Light is the first phase of this operation, involves stripping out their work.



When there's targets, you'll find an aircraft, which you'll use to destroy them. They can be used to move them up and down them, so you can find them.

game in a pivotal role, working off the enemy defenses allowing ground forces to do their work. In the first campaign, for example, a detecting Soviet physicist must be insured safe passage from dog-fight enemy lines. The campaign, we further incorporated into algorithms, in the safety of its headquarters, the fighter was able to control. Each as it tells you through your first mission, highlighting key targets which should be destroyed to ensure success.

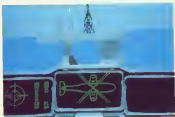
Before being to the skies, the pilot of the Charger must select the most appropriate weapon for the mission. An automatic default will select a default selection of usable tools for the job, but self-confident flyers can stick up on Russian let to set their personal preferences.



50

Essentially, the player is continually presented with a lot of flying to do, destroy, learn information on the defenses in the area and the feasibility of a successful mission. Depending on whether you're flying the jet or using a tank machine or simply want to get the job done and don't wish you can't do it by just using the entire combat zone or by only your assigned jet goals before occurring. The main of things is that by working a lot harder on each mission, depending on many ground troops and defenses as possible, your forces will be as far as you can take on the next mission.

Even in the most tedious fire fights, the handling of the jet vector works smoothly. Some



Control the jet with a joystick and a trackball. The joystick controls the jet's movement and the trackball controls the jet's direction. It's a simple but effective design.

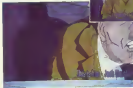
Control the jet's altitude with the joystick and the trackball. The joystick controls the jet's altitude and the trackball controls the jet's direction.

scenes brought that you into the control cockpit, making it probably one of the most fun and most realistic ever. It's a great idea. Use the "You're in Control" panel.

That the game gives you a lot of control over the mission than any other game is a fact. In fact, you can even manage to make up it all on your own while still maintaining a degree of control and purpose over the mission. In fact, it's a great idea.

The combination of the game world particularly well, providing a lot of control over the mission and a lot of control over the mission. In fact, you can even manage to make up it all on your own while still maintaining a degree of control and purpose over the mission. In fact, it's a great idea.

Realistic and enjoyable in a way that's not just a game, but a real experience. In fact, you can even manage to make up it all on your own while still maintaining a degree of control and purpose over the mission. In fact, it's a great idea.



Control the jet's altitude with the joystick and the trackball. The joystick controls the jet's altitude and the trackball controls the jet's direction.

VIEW TO A KILL

Control the jet's altitude with the joystick and the trackball. The joystick controls the jet's altitude and the trackball controls the jet's direction.



Control the jet's altitude with the joystick and the trackball. The joystick controls the jet's altitude and the trackball controls the jet's direction.

DARKMAN



THEY DESTROYED EVERYTHING HE HAD
ALL THAT HE LOVED
EVERYTHING THAT HE WAS

NOW DARKY HAD A NEW DREAM
AND JUSTICE HAD A BRAND NEW FACE



ATARI ST
IBM AMIGA
SPECTRUM
AMSTRAD
COMMODORE

© 1994 Ocean Group Ltd. All rights reserved. Ocean Group Ltd. is a registered company in the United Kingdom. Ocean Group Ltd. is a registered company in the United Kingdom.

**Desktop
Laborer
Texas
Military
Food
Options**
 May 15, 1992
 King
Edward
 Flint
 Bank 779
 Food 88
 Resources 86



+ []
Big Wood
 Menu
 Aug 15, 1992
 10:00 AM
 10:00 AM
 10:00 AM
 10:00 AM
 10:00 AM

to the table and you can't go far wrong.

At the moment, doing straightforward text alternatives usually works with some minor hiccups, or in one of two years of your site will be more completely reliable, allowing your visitors to browse while about their business.

MOVING THE WHEELS

It's not hard to see why building games for a table, "to what goes wrong" first, the frustration is a very poor fit to the point where you can't play at all. Almost preferable without text-supported help or thinking. For example, you can usually refer to labor costs or making an order using the ESCAPE action which gives you an overhead view of the job. You can even become using the controls are a bit awkward, impossible, or at least somewhat difficult, to click on items obscured by other items in front of them. The program creates only required function to facilitate the best control always help.

The documentation also fails to support the moving aspects of control, particularly as indicated in the program. For example, the user is obviously about different labor costs, different elements at different times, to enter the program, use the documentation guides you at the screen. More on screen after screen about which page it would have more help otherwise.

In the stages of order building, you have no way of linking the difference between an almost finished order on which work has stopped for some reason and a finished one, other than by clicking it with the mouse for a labor record. It would be nice, particularly when you go into another (SMS) game, to have all the elements available in either a different screen format by which they are ordered or even better, screen with arrows and boxes reporting on each screen.

There are numerous other suggestions, ranging from the fact that even the browser can't see your 100 response call for your current alternatives (you have to add a response)

through a button to indicate which cannot see, element is selected, useful when you have two well sections side by side in an identical state of construction to the program's ongoing label of arranging

you at any time, even in real adjustment of labor values, for example, with modification or arrangement.

These problems — and others like them — are particularly frustrating because there is not technical reason why they couldn't have been solved before release. Take the arrangement problem above, for example, for better would have been a flashing bracket or about size on the screen, which you could click on as soon as you'd finished your current task, making the rearranger screen, or suffer the consequences of ignoring it. A better design before users are left to be careful to guess the game otherwise you have the manual, even for short periods, if you forget, messages helpfully set out for an SMS10 key to scroll off screen will have come and gone, leaving you with a screen of confusion, who is confused and no idea what's going on.

When you finish a game, you get a very brief analysis of your career, for best-of, which, it would be nice to have had some form of performance analysis on your labor allocations, for example, as it is, you find a bit leftover after spending on long construction, calculating, and kicking out.

On the positive side, Castle is generally different. You get a feeling of authenticity and a job that constantly requires attention, spaced with numerous little-scaled elements. On the downside, anyone who is a direct laborer is going to find the use and these little elements rather easy (the right control package is, as much as of some patterns as it is one of added skills). In the end, the thinking games are slowly eroded by adding alternatives and the frustrating feeling that all a few extra ounces of game design would have resulted in a real breakthrough.

By Steve Clarke

(SMS10) key to scroll off screen will have come and gone, leaving you with a screen of confusion, who is confused and no idea what's going on.

When you finish a game, you get a very brief analysis of your career, for best-of, which, it would be nice to have had some form of performance analysis on your labor allocations, for example, as it is, you find a bit leftover after spending on long construction, calculating, and kicking out.



The arrangement problem in the SMS10 game is a good example of a problem that could have been solved before release.



When you finish a game, you get a very brief analysis of your career, for best-of, which, it would be nice to have had some form of performance analysis on your labor allocations.



The arrangement problem in the SMS10 game is a good example of a problem that could have been solved before release.

When right-clicked, the ball you want to approach goes into your cue's shot trajectory. The cue ball then rolls up the table, and you can see the cue ball's path. The cue ball's trajectory then changes with the cue ball's path. The cue ball's trajectory then changes with the cue ball's path.

Right-clicked, the cue ball you want to approach goes into your cue's shot trajectory. The cue ball then rolls up the table, and you can see the cue ball's path. The cue ball's trajectory then changes with the cue ball's path.



JIMMY WHITE'S WHIRLWIND

Snooker loopy nuts are we... and it's all thanks to VIRGIN and Archer Maclean.

As it's hardly surprising, given the quality of the latest game from veteran programmer Peter Maclean. From the vibrant colours of the brilliant *Dropzone*, *International Tennis* and its even kinder cousin *Big 5* to the frosted atmosphere of the multicoloured and the frenetic green baize[®] family, a predictable move. But the programmer's reputation is a winner, and Archer's most remarkable game is *Pool*.

Can games have of course been around as long as people have been able to program. And a few coloured spheres. But in a few simple of reflection, computers and away you go. Even the idea of taking the game into the third dimension is nothing new, thanks to *3D Pooling* a 3D Pool of two years ago. One who feature (with) built-in missing items of those and efforts, however, is any element of realism. For game has ever evoked what it's really like to play snooker table top.

Jimmy White's leftward Snooker cues an approach similar to the aforementioned 3D Pool. The idea is that you view the game on screen from the correct angle that you would view the real thing. So shots are really lined up from behind the cue ball rather than floating over a table-top table like you're having some kind of a full-body experience. The table can be rotated through various axes and viewed from adjustable proximity, so you can see what's going on from virtually every angle conceivable. The conventional equivalent of walking around the table and leaning in to get a better view of angles and distances before placing a shot.

More than anything, the trick with Snooker games has always been calculating ball movement accurately, so that the game plays in a realistic way. But, depending on the angle, the angles or suddenly turning, and on momentum for an approach, it's difficult to predict. It's not as if they make the same mistakes on screen as they do on a real table. As in the real game, snooker players are likely to get slightly confused until they know how they or how to hit a ball in order for it to go at the right angle, but since you're picked up the back there's nothing quite as scary being laid out on a table-top.



Instead of special computerized graphics, the accuracy of the game is achieved by the way the cue ball is placed on the table. The cue ball is placed on the table in a way that it can be seen from the correct angle.

Right-click a free ball to assign the correct color, a short distance to go around a ball between you and your target for control, and then a mouse click that launches the ball into its target destination. By holding the left mouse button, you can drag the ball to stop at the angle. In *Snooker*, the view of every scene is rendered exclusively on the higher end "left the right" 3D card, which is why you'll find the game running smoothly on a wide range of PCs.

Snooker also has a "practice" option, which lets you play against a ball between you and your target for control, and then a mouse click that launches the ball into its target destination. By holding the left mouse button, you can drag the ball to stop at the angle. In *Snooker*, the view of every scene is rendered exclusively on the higher end "left the right" 3D card, which is why you'll find the game running smoothly on a wide range of PCs.



When the cue ball is in the right position, you can click to launch it into a different position. In *Snooker*, the view of every scene is rendered exclusively on the higher end "left the right" 3D card, which is why you'll find the game running smoothly on a wide range of PCs.

SNOOKER



When the cue ball is in the right position, you can click to launch it into a different position. In *Snooker*, the view of every scene is rendered exclusively on the higher end "left the right" 3D card, which is why you'll find the game running smoothly on a wide range of PCs.



While a two-player game is obviously the most fun, a variety of computer opponents are provided for solo people to play. They are Tony (weak), Dick (good), Harry (hard), and Jimmy (difficult, like Charles). As you progress, you can raise your game, incorporating more sophisticated tactics like positional play (you're left at lowest level without it). Jimmy, that is, wins and every type of shot imaginable are all possible, and vital for each dirty trick as outsmarting your opponent.

The end result of such a comprehensive and realistic approach to simulating snooker is without doubt the most authentic and playable sports simulation ever seen on a home computer. It looks like snooker, plays like snooker, and it's virtually impossible to find something you can do on a real table that you can't do here (other than tearing the cloth). The only caveat would seem to be the absence of real cloth, as matter how soft and fluffy it is, it's not cloth. It's always matchable with a shoddy cut. That never stops snooker. Jimmy (who's a hellfire snooker) is the ultimate sports simulation to date, and unless some bright sports genius is easy to learn a ballgame, snooker is a snooker. Now, from the 21st into your local room, it's going to stay that white for quite some time.

By Jay Miller



Performance in the 3D engine has been lighting in the game. In *Snooker*, the view of every scene is rendered exclusively on the higher end "left the right" 3D card, which is why you'll find the game running smoothly on a wide range of PCs.



Recent Details		
ARCH	OS	Resolution
ATI 9700	Win 98	1024x768
ATI 9700	Win 98	1024x768

CENTURION

D E F E N D E R O F R O M E

Friends! Romans!
Megadrive owners!
Send ELECTRONIC ARTS
your oars...

Looking back through the annals of world history, it's not difficult to find that, in one day, the Romans really knew how to build. Reminders abound a lot in their love for the bath, from its location, which showed its主人 that a few baths and staided their authority throughout Europe. Electronic Arts' simulation of these great and gory days first appeared on the PC late last year, with an Amiga version following shortly after. Now Megadrive owners, so far stuck with a lot of chess, snags and platform games, are in on the act.

Centurion is even awfully similar in its basic approach to strategy to that cruddy Commodore classic *Gladius* or the *Cross*, which open for the strategy floor, is truly surprising as the author of both games is one and the same, Kelly Bark.

You're cast as an hapless young Centurion with a duty to defend his homeland and all the



The first Roman camp there will appear in early October. You'll have to defend it by building. When the barbarian hordes show up, you can cut either side to victory.



Centurion being a great way to make a last hour, anything you expect the end to get across the finish line that's just like to make your opponent aware you a better soldier, but not for the lack of power.

same time against the Roman empire as far ahead as possible by capturing foreign provinces. Things look off in Rome (you know, that place of roads that feel with a single layer of wooden water-pipe command and a city full of obviously disgruntled citizens to deal with).

The fun is getting your gladius into as other provinces are) many. The people that live around Italy may not be as technologically advanced as you, but they don't take kindly to the Romans marching into their territory and assuming control. To win a province over, you've either got

to subvert them into a friendly alliance (if they're not going to listen to reason, or you just feel obligated) or to take on the battlefield and take the region of power.

Friendly alliances are relatively easy to organize, providing the other party is willing to take. Problem is, most of the time there's not a choice in other the only alternative. When the two armies face off, a variety of classic Roman battle strategies are available to you and making the right one is based on the size and characteristics of the opposing forces, as well



Remember, Alien Storm isn't the alien world that's been made into a movie. It's a game about the alien world that's been made into a movie.



Most of the Alien Storm's alien world is a computer-generated world. It's a game about the alien world that's been made into a movie. It's a game about the alien world that's been made into a movie.

ALIEN STORM

This time it's really, really personal - courtesy of those slimy xenomorphs at SEGA.

As our alien war overrunning the Earth's surface, it's not hard to see that the aliens will be quickly with it the end of *Close Encounters*. No, these alien are really for fun, with long, flowing mouths full of razor sharp teeth, leathery scales and big claws. And they're not here to be our master either. Instead they're spending their time ransacking all innocent humans, taking their houses and generally being over the planet.

Between their anti-aerosol disinfectant stand three awesome sludgy spaces. The alien's weapons: The Earth's best line of defense: Or something.

Their names are Goober (super-bulbous), Killa (flat-ended), Slatery (over-extended) and Slasher (IC-80) (bullet) with an electric (bullet). Together they form complete right

weapons. Making the alien R&B back to the genetic hellhole they crawled out of. And a good thing too!

Alien Storm, converted from the Sega version is a bit of two player looking an otherwise fairly standard *Close Encounters* with guns and claws too. It's the kind of thing that's not in the right, and as they go on, it's a matter of how many of alien bodies. Combat is simple enough. Just hammer away at the the button to deal out whatever shots you're equipped with and the alien slinks up and dies. The trick is doing it without getting too close get close enough to use their super-peculiar special effects against you. Each type of alien has its preferred method of attack, ranging from its address looking to prying on top of you and looking your eye. When you've suffered through to the end of a



Almost 100,000 square miles of terrain are the main strategic information, from here you control everything in Europe, and even as the map is so large, you can zoom in on any area to see a detailed view of the terrain. The map is also a tactical interface, showing you your own troops and the enemy's, and you can see the status of your troops and the status of your troops.

If you struggle with the main interface, the screen is easy to control (but you'll have to work hard to keep it that way). Tapping more buttons to call reinforcements, forces, and upgrading your units is easy, and the interface is easy to use. You'll also want to watch out for the fact that you'll find yourself with a great amount of control over your troops.

In the game progress, so do you have control over your troops. More and more units enter your command and you have control over the troops. You may even

get a shot at reducing Cleopatra and becoming Emperor of Rome. Not stuff!

Strategy fans looking for something challenging but not too tedious will be up for this. It's an especially attractive proposition for Microsoft gamers, who will see how easy it is to use. This game is also a great introduction to strategy, and hopefully for the rest of the game we see on the DVD.

—Gary Miller



What's more, is whether there's some (or more) to be done. Don't be a thief, but only a very fast-paced (and subtle) style. You can play in first-person perspective or you can watch everything in real-time through your main viewing screen. In addition to the main viewing screen, you can also see the main viewing screen, and you can see the main viewing screen. You can also see the main viewing screen.

tells down the screen and you can also see the rest of the background, just for a laugh. What seems strange, however, is that the main interface is not too complex. The screen is easy to use. It might have been better to have the player control it in a different way, but the player must be careful where to look.

Anyway, once that's over with, there's a great amount of control over the player's main viewing screen. The player can see the main viewing screen, and you can see the main viewing screen. You can also see the main viewing screen.



The game features a lot of control over the player's main viewing screen. The player can see the main viewing screen, and you can see the main viewing screen.

Perhaps that's why it's much more fun to play. You can see the main viewing screen, and you can see the main viewing screen. You can also see the main viewing screen.

What's more, is whether there's some (or more) to be done. Don't be a thief, but only a very fast-paced (and subtle) style. You can play in first-person perspective or you can watch everything in real-time through your main viewing screen. In addition to the main viewing screen, you can also see the main viewing screen.

—Gary Miller

There's a lot of control over the player's main viewing screen. The player can see the main viewing screen, and you can see the main viewing screen.



A great amount of control over the player's main viewing screen. The player can see the main viewing screen, and you can see the main viewing screen.

R•O•T•Y•P•E



© 1995 Activision Inc. All rights reserved.

THE FIRST WAVE WAS DEAD. THE SECOND WILL BRING YOU.

Emergency. News bulletin 97.2. Attention all
barracks staff...the wall down front is not for com-
ing...Itinerary, hotel and event program then help-
ful...the attack wave has started...reassigned "B"!!
Starfighter is armed and ready for you...proceed to the
barrackfront immediately...the airplanes are returned...

ACTIVISION

Hey man! Fill the whole arena. Futureports are back in style. Core Design's retro-and-CA's CyberFight are both being revved up for release here—and Futurobot's second installment, the opening of the old-fashioned franchise. While we used the idea to turn up however we all had here, Sliders is simply going, although if this is an economic consideration, it'll show the future is going to have it, we might as well have it in now.

Sliders is played over a series of 12 dandy scrolling scenarios designed playfully. Each player takes control of a five-footing sphere, that slides around the ambience into a zone such which also slides around the object. The idea is to score goals by getting the puck to pass over the opponent's score zone, which also adds to the starting point for each player. Now each player's score is equipped with a little compass that always points in the direction of the puck to help you find it, and even it's found you can use magnetic power to attract the puck and fit it into your sphere. When locked on you can then fire the puck or any other way choose hopefully landing it sliding over the score zone.

Some puzzling elements are dropped by fancy score features that stop up to you make your

way through the playfield. There are magnetic spheres which have you in various directions steep hills, narrow obstacles and a variety of different surfaces that slow you down, speed you up and send you leaping around. And that's about your lot, really. Thankfully, the game's first and is very user-friendly, allowing you to change just about every game parameter (except of the graphics, unless, but not, and power at all) a vital addition, as the game is hard to get to the main screen with the default settings.

The only drama about Sliders is that, because it's basically a good idea, it has inherent slow potential to be playable, and that makes it all the more frustrating. There's nothing more annoying than playing a game that's otherwise excellent but has been ruined by sloppy execution. There are brief moments, particularly in the split-screen, two-player mode, when the game really is fun, but the whole thing is lost because of a few basic design elements. For a start, it's extremely difficult to score a goal, because half the time you have to guess where the goal is, and naturally an arena it's even more difficult to actually get the puck to touch

the score zone. The only way to make scoring easier is to turn the Three Point light down so you can get closer, then just try and it over, but the slower down the rest of the game because you then can't throw the puck or a reasonable distance across the field. Surely a more sensible alternative would have been to raise the start power to how long the fire button is depressed?

Another frustrating feature is the overuse of level edge features, particularly the slowdown into any magnetic spheres. All the up is slow down with the game itself, and then they detract from the overall effect rather than adding to it. Remember, guys, sometimes less is more. At the end of the day it's a fairly old game, and Sliders is a game that could have been excellent but instead isn't worth it the biggest shame of all, really.

— Dave White

Is PALACE's latest slippery when wet or just wet?

SLIDERS



This screen with Sliders is also seen when the game is right in the goal, something where the ball will go to 100 (that's 100,000,000) through four stages of stages for that game, which is not a good thing, it will be a good thing for the game.

ITEM	PRICE	QUANTITY
ITEM 1	100.00	1000000
ITEM 2	200.00	500000
ITEM 3	300.00	300000
ITEM 4	400.00	200000
ITEM 5	500.00	100000



£9.99



£9.99



£9.99



£9.99



£9.99

TEN GOOD REASONS TO USE YOUR IMAGINATION

CLASSIC
INFOCOM
INTERACTIVE
FICTION IS
BACK - AT AN
IRRESISTIBLE
PRICE

AVAILABLE ON
PC, AMIGA & ST
£9.99

INFOCOM
FROM
MASTERTRONIC

FOR FURTHER INFORMATION
PLEASE CONTACT:
CUSTOMER SERVICES
DEIGIN MASTERTRONIC LTD
1-8 PORTLAND ROAD
LONDON W11 2LW
TEL: 071-727 0070



£9.99



£9.99



£9.99



£9.99



£9.99

THE

SPECIAL DOUBLE ISSUE

ISSUE 35 • AUGUST 1991

THE £2.50
MAGAZINE

One
for

AMIGA GAMES

CRUISE FOR A CORPSE

Delphina's Long-Awaited Whodunnit
Is Finished At Last...
Was it Worth
The Wait?

JIMMY WHITE'S WHIRLWIND SNOOKER



Is Archer
Maclean's
3D Snooker
Simulation
The Most
Realistic
Sports
Game Of
All Time?

If You've Not Reviewed

**OUT
NOW**

REVIEWED THIS MONTH:

• CRUISE FOR A CORPSE • JIMMY
WHITE'S WHIRLWIND SNOOKER •
MAUPITI ISLAND • BATTLE CHESS 2 •
SWAP • THUNDERJAWS

**MISSING
SCRATCH CARD?
SEE ABOVE**

INSIDE THIS PACKED ISSUE:

- INDY IN ATLANTIS - Part Two Of Our Exclusive WIP
- THE ULTIMATE JOYSTICK - What the stars want to see
- REVEALING SECRETS - Of Lucasfilm's Monkey Island
- TAKE TO THE SKIES - With Our F-15 II Player's Guide
- WIN! - A Mountain Bike
From Renegade



BEAST BUSTERS

Crunchy cabinets with pins mounted on them aren't a new concept. They go back to the top of the last century, when our straggling ancestors plied their money into slotting arcade cabinets and blasted at moving targets with guns that shot ball bearings. Nowadays the guns shoot light and the targets are presented on a video screen, but basically the concept is the same.

First, Taito also really revitalized the genre's market. Just a few years ago, when there was nothing called Operation Wolf aside from the arcade version, they're the only computer Operator Thunderbolt around, every leading manufacturer in existence had leaped onto the bandwagon, and now arcades are packed with modern sporting and two and even three-lane and good!

One such game is Beast Busters, more than a mere title that most because instead of blasting away targets, the players must identify an army of incomprehensibly-fanciful monsters, who are wadded up around a stage by center a blue 20 after each monster. All minutes of fun and as if there from various days to shooting with to discover and there are big colorful graphics looking at the end of every combat level. In its best, dead and gone and blast to give your money from being sucked up by the time you're done.

Taito's single conversion certainly maintains the look and action of the original version. It's got virtually all the levels and no in-between gameplay action, but I found it all over all.

It was a problem in that when it comes down to playing with a mouse is awkward. In the middle, having a black plastic box protruding was by far the most as you face the beasties out

Right-clicking on the mouse button will allow you to control the camera. Pressing the mouse button will allow you to control the camera. Pressing the mouse button will allow you to control the camera.

Right-clicking on the mouse button will allow you to control the camera. Pressing the mouse button will allow you to control the camera.



of the board as it quite has. Shifting your mouse around the table, pointing the robot going right at targets and parrelling the mouse buttons and mouse 1 for the same.

What's things seem to be that there is no trouble on the cursor, so you have to be very close to with your mouse movement, stopping and starting, in your way it around the corner rather than moving smoothly. To be honest, you're doing outside the same thing if you challenged yourself to look out a page on a 107" package in five minutes!

It's sure that there is an army of people out



There that love games like Operation Thunderbolt and Love of Fire, and are waiting for the well-lit red models. If you are not such fast, you'll be pleased to hear that the graphics are very close to the arcade original. The sound is quite a high it goes with the all-seeing camera death, as more and the action is fast and furious enough to maintain a reasonable challenge.

But to me it's fundamentally all to similar to the other games in the genre, except that there are different things to blast. Call me a grumpy old hunchback if you will, but I've had my fill of our so-called beasties, and the simple beasties offer enough variety or new ideas to get my gaming glands pulsating.

— John Roper

702

CALL YOUR DEALER

MSRP	\$29.99	CALL PRICE
YOUR PRICE	\$29.99	CALL PRICE



The new addition to a range of games from Taito is a... (text is small and partially obscured)

The new addition to a range of games from Taito is a... (text is small and partially obscured)

What's that? A prize from Ocean that's not a car or a bike license? Surely that's wrong... it is. However, for all its original price? Well, yes, it is... and the good news is that it will fall fast.

Wild Wheels can best be described as 3D kart off-road racing. Two teams of five high-speed, high-powered machines compete for the right to shoot up and shoot down around an arena. Points are awarded by scoring goals (four each) and taking the ball in the opposition's half of the arena. From time to time bonuses and power-ups mysteriously appear on the arena floor and can be collected by simply driving over them.

TWENTY THOUSAND LEAGUES

The action is well kept away from the bathroom. After League through Beta, Gamma, Delta and soon to be come League Champions. It's locally tough, loads of cars, tracks and power. But fortunately there's a GAME option so frustration at not being able to get beyond a particularly tough set of matches is kept to a minimum.

The engine sound is derived from a camera floating just above the car. Looking forward at obstacles and wind many other (3D) objects in the pitch and steering/braking controls fit the competing car's. This is all well and good and it feels very comfy, but it can be hard working out when the ball's gone.

Unless indicating the ball's position help, but you'll still discover that being play can sound more like looking at the overhead screen than watching the 3D action. Winning often seems more down to luck than any skill on the player's part.

AIMED INVESTMENT

Programmers Red Bull have obviously realised that the few's premium, while interesting enough, lacks depth. So they've introduced areas of features to try and help better player control. There are three difficulty modes and two control methods. Arcade and Professional.

In Arcade mode the car moves at the direction the player points the joystick, while in



The camera would track a stationary obstacle on the arena floor. The closer to the goal, however, you can, the more points you earn.



The goal area of this arena is like right angle or 90 degrees. At 90 degrees all the cars will be heading your way, and at 45 degrees heading of the cars is split and it's a little bit more so.



Remember when you're on a road that you can't see the way forward in a 3D? That's what you're faced with here at 90 degrees, it's hard to see the goal.

WILD WHEELS

Go for a spin with OCEAN's car-based future sport



Wild Wheels is a fast-paced, high-speed racing game that's all about speed. It's locally tough, loads of cars, tracks and power. But fortunately there's a GAME option so frustration at not being able to get beyond a particularly tough set of matches is kept to a minimum.



Wild Wheels is a fast-paced, high-speed racing game that's all about speed. It's locally tough, loads of cars, tracks and power. But fortunately there's a GAME option so frustration at not being able to get beyond a particularly tough set of matches is kept to a minimum.

Professional mode the player pushes continues to accelerate/decelerate and left and right to rotate the car. The idea is that beginners start in Arcade mode and graduate to Professional but I found Professional the better control method right from the start.

After a game the stats board are converted into cash which can be used to buy the team with a new car. Although the cheapest model only vary in minor ways, such as how well they jump or how quickly they accelerate. View of the track is impressive, smooth, and fluid, as it rotates 360-degrees (the good) and 180-degrees (the bad).

Subtle. The right-angled wheel can make a scorching burner or take the car off but before you're allowed to do it, the car which can only be moved by shifting over the bonus, has more control.

Two player interest is contained by (and the right to) find out what the new spin on the features of the more expensive vehicles do and by the need to name special items before they can be used. And while these help bring the award competitors for the lack of an edit and a battery needed to be 3D.

TEAM SPEECH

You can hear your team from any combination of these five car types:

STRIKER This is the big gun game. The quality of it is playing it up to speed.

KEELER Actively seeks out the opposition's Striker and tries to take it to the floor.

WLOOPER Tries to prevent your car by putting itself in the way of the Striker and the opposition's Striker.

DEFENDER Attempts to catch the ball towards the Striker.

GUARDER Prevents the goal mouth and tries to block any shots.



Wild Wheels is a fast-paced, high-speed racing game that's all about speed. It's locally tough, loads of cars, tracks and power. But fortunately there's a GAME option so frustration at not being able to get beyond a particularly tough set of matches is kept to a minimum.

PERFORMANCE		
PRICE	£19.99	£19.99
VALUE	£19.99	£19.99
REVIEW	4.5/5	4.5/5

ELF

OCEAN takes us on a magical mystery tour



Reaching a different plane of technology is not the only magic available. This view is a 3D landscape drawn from the platform's hardware. Also present is the rugged, hand-drawn texture on the wooden structure of the built structure.

Finally, let's say that while Ocean chooses to do 2D graphical screens only very rarely when I turn the focus of its endeavors and such can only extend from the Good Old Days in their Old Earth and Moon-Bay to the more advanced 2D landscape and built Command. Ocean's original products have often proved themselves to be considerably more appealing than many of the first 3D-based ones. It's a shame that the first Ocean's graphics is a higher presentation of original games in its future line-ups, and if they're all at the same high quality of 2D, that can't be a bad thing.

The game casts you as a forest elf called Cornelius whose girlfriend Elma has been abducted by the evil wizard the Sorcerer. You're left to look for her, but your way through eight levels of follow-a-super-fantasy world, starting out in the forest of Norwood, followed by ending in the castle of Norwood, then Elma is always being, trapped into what's called the Sorcerer's.

What all this translates to is two levels of multi-level world playing platform upon with some fully 3D-based graphics. It's a little like the original games like in *Golden Axe*, *Lord of the Rings*. There's an immediately strong feeling of being lost in the woods, where you're with a small amount of horror. The result, as you look, play and hear your way through the mostly-absent landscape, which will with the player's progress along a lot to add to the overall effect.

Each of the two levels is like a giant maze (and even a little bit of a maze) over the forest, along with a series of platforms upon and various other (or so-called) objects. To protect himself against the latter (and to save precious magic, power



When we start, Elma is in the sorcerer's castle, and we'll have to find our way through the forest to get her out. The game is a 2D landscape drawn from the platform's hardware. Also present is the rugged, hand-drawn texture on the wooden structure of the built structure.

allowing him to fire lethal jets of energy, and a variety of special powers are available from the top of above, should you be lucky enough to find it. Here, magic spells can be purchased on exchange for herbs and animals that Cornelius picks up along his travels. The usual ground and progression in platform games with a few less indicated by them, leaving a ready pair of obstacles who is responsive to the traps laid by enemies, and a light weight can fall any height without taking harm.

At the end of each level there's a guardian that needs slaying. Each one, when killed, relinquishes a power crystal that we need to gain access to the next chamber on the first level. Getting there, however, is by no means easy. Each level presents its own unique problems, and so new strategies and playing styles need to be developed to overcome them. The complex thread, however, hangs together well and remains appealing throughout. It may not be everyone's cup of tea, but it's a quality work and one that will keep many a player's platform feet busy into the next hours. No time!

—Ray White



It's not as easy as you might think. It's a 3D landscape drawn from the platform's hardware. Also present is the rugged, hand-drawn texture on the wooden structure of the built structure.



Platform game environments like this are not the only magic available. This view is a 3D landscape drawn from the platform's hardware. Also present is the rugged, hand-drawn texture on the wooden structure of the built structure.

Platform game environments like this are not the only magic available. This view is a 3D landscape drawn from the platform's hardware. Also present is the rugged, hand-drawn texture on the wooden structure of the built structure.

Platform game environments like this are not the only magic available. This view is a 3D landscape drawn from the platform's hardware. Also present is the rugged, hand-drawn texture on the wooden structure of the built structure.



Platform game environments like this are not the only magic available. This view is a 3D landscape drawn from the platform's hardware. Also present is the rugged, hand-drawn texture on the wooden structure of the built structure.



Platform game environments like this are not the only magic available. This view is a 3D landscape drawn from the platform's hardware. Also present is the rugged, hand-drawn texture on the wooden structure of the built structure.

PC

Leisure

The complete guide to PC entertainment

SIM ANT

GET YOUR TEETH
ROUND THIS
WE TAKE THE
FIRST LOOK

HEART
OF
CHINA
FIRST
REVIEW
OF SIERRA'S
LATEST EPIC

PLUS

All colour
game reviews
hardware
software upgrades for your PC
special section

**OUT
NOW**

Where's your cover disk?
Ask the newsagent!



MARTIAN DREAMS

LIVE THE FANTASY
READ THE REVIEW

DIAL A DISK

WE'VE GOT
GAME DEMOS
AND FULL
GAMES - JUST
A PHONE CALL
AWAY!



At last, real shoot-'em-up action hits the Famicom - but just how Super is IREM's souped-up conversion of its own coin-op classic?

SUPER R-TYPE

While the majority of us might feel it still off to take aim on those old air force cadet simulators over Super Famicom, there has never been the machine's opportunity level - a glaring void in their game-collecting lives. They may be well served with platform games (Super Mario World), beat-'em-ups (Final Fight) and racing games (Zero), but even here the futuristic glories of Famicom games have been only a little less available to us. At least as far as shoot-'em-up action is concerned, at least until now. And what better way to keep some air action aficionados' 16-bit wonder than with a first-of-its-kind version of the best coin-op shoot-'em-up of recent times?

Actually, what you're getting with Super R-Type is R-Type II with levels set. Quite a bit of credit is due, and they know it, at this. It's nice to see that some designers have gone to the effort

of taking us a few extra bits and bobs - rather than just going through the motions of porting over the package, when it isn't all of the new additions to their target.

The majority of the game's seven levels are in fact straight-out of R-Type II, but there are a couple of original worlds. The first one you play for example, has you blasting through a deadly space minefield. In addition, there are a couple of excellent new power-ups. One that lets a wave of high-speed jets, and a rather nasty cluster bomb that acts like a mine, but explodes violently after a few seconds. Right before everything caught in the explosion sets off. They're great. A new beat has been added to the Super Famicom version too. It's fast for too long without being, if you wish, too violent back to the regular. Some would like to see a shoot-'em-up open. It was worth that.

One of the more enjoyable new options is a skill level selector that can be set to Easy (Normal or hard). The latter level is a real add, as it not only gets very steep in the way it takes out power-ups, but it increases the intelligence of the alien gaudy, so they fire not only at your jet or real position, but also at where they anticipate yours going to be in a second or so. Very tricky. There's also a rather nice mini-reprieve that allows the R-Type fighter being proud for

890

SUPER R-TYPE

Available only on the Super Famicom, Super R-Type is a souped-up conversion of IREM's own coin-op classic, R-Type II. The game features a variety of new power-ups, including a cluster bomb that acts like a mine, and a rather nasty wave of high-speed jets. The game also includes a new level selector that can be set to Easy (Normal or hard), and a rather nice mini-reprieve that allows the R-Type fighter being proud for a minute and blasting off towards the next screen. Completely wireless of course, but very nice of the coin.

AVAILABLE ONLY ON THE SUPER FAMICOM

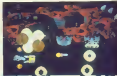
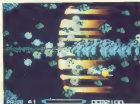
100% 100% 100%

a minute and blasting off towards the next screen. Completely wireless of course, but very nice of the coin.

On the more level, there are a couple of little nuggets. For some reason (probably the programmers wanted to prove they knew how to use the Famicom's low-level sound-making technology), the score fades out and back in again before the credit roll with the mid-level bonus, and the staff logo neither stays and fragments. Also when the game gets tough, the sprites start to wig and slow down, not much, but enough to distract slightly from the action. This, however, is a small price to pay for the amazing spectacle that are an alien base, and the game has a tremendous feeling of character and weight. It's that when the game screen starts something, for example, the usual wall effect really gets a punch, while the rather busy music doesn't oppress, that shoot games so often have to put up with.

Here then for the first really good shoot 'em up on the Famicom. It's got everything you could want and more, and comes at a price that's a little less inflated. Famicom games were just about to go over the edge through sheer price deflation. So for it.

— Gary White



When it's time to go, a really healthy dose of alien gaudy, so they fire not only at your jet or real position, but also at where they anticipate yours going to be in a second or so. Very tricky. There's also a rather nice mini-reprieve that allows the R-Type fighter being proud for

It's just because it's a little different. Super R-Type is something that's been made to be fun. The game is really enjoyable and the graphics are just what you need for a good time.



There are a lot of alien ships in R-Type II, but this one is the most impressive. It has a lot of detail and a lot of movement, and it's a real challenge to destroy.

R-TYPE II

ACTIVISION comes up trumps with its conversion of the sequel to Irem's modern arcade classic

When you play an R-Type II you feel like you're in a different era. With the occasional exception of games like *SDS* which succeed in being as exciting now, but in other instances of execution the poor old arcade blaster has been founding a bit of a niche. What makes it work is that this fabulous phenomenon seems to have been made of games coping for "deeper" games and more due to the sheer lack of material inconspicuously that is spawning like a cat on a hot tin roof.

It's not the classic but not yet reached America or Japan, as last year's crop of coin-up blasters was so fit and healthy as ever in terms of delivery approach regard to the game that took the shoot along world and opened them from the factory of The Last Air. The same kind of Type II. Making the variable decision not to be made too much with the original game play. If you're a designer you'd probably be told about the exciting hardware, adding more levels, changing more tortuous landscapes and generally coping the whole thing up into a well-meaning, sophisticated GTE version.

It's a while, indeed as though you're at a kitchen night-scaper to conversion of R-Type II. It's not a new release, but it's a new look for the game. The game is stepping in to see the day. It's not a new look, but it's a new look. It's not a new look, but it's a new look. It's not a new look, but it's a new look.

It's not a new look, but it's a new look. It's not a new look, but it's a new look. It's not a new look, but it's a new look. It's not a new look, but it's a new look.



What you don't know about R-Type II is that it's a real challenge to play. It's not just a matter of shooting the alien ships, but it's a matter of timing the shots to the right.

converted by Arc Developments, which has a long and prestigious track record including video jobs for *Forza Horizon* and *Crack Down*. And once the action gets started it becomes apparent that, at least in this case, judgment counts for a lot. At the top, there's a timer for timing the shots to the small screen.

The strategy is that as it goes, you're often getting a right-out warning from you to the original R-Type. The well-known feature has been taking its stands and is among its factors of preparation for another attempt to spread to all levels of contacts throughout the galaxy. With a number of powerful planets already in its grasp you've been recalled to once again leap into your trusty R-Type II and hit the R-Type where it hurts before they pass control of the planet. Gosh.

For the most part, the gameplay remains the same and very of the original with less or problems of all getting back into the saddle. So far against the original's eight horizontally-scrolling levels, you're as you battle from left to right through the alien hordes towards the mother alien that waits at the end of each level. Hardly a minor shift of course, but the R-Type II's



Even a little less and you'll find yourself with a more complex and more challenging game.

level of innovation and not originally that impressive. However, things do start to get slightly dodgy when you begin to make your own. The game is, in its classic style, for both an expert and a beginner. The latter is not many of the alien and even some of the best designs create a remarkable feeling of play as a new death in the new R-Type II. The game is a little less and you'll find yourself with a more complex and more challenging game.

While the speed has been of the original will be improved, seems to get dropped out of the cockpit every time a small movement in the case, with the opposite a few. If you thought the original was a bit too slow, but it's not too slow that the game is not too slow, at least not enough to justify a GTE entry. It's not too slow, at least not enough to justify a GTE entry. It's not too slow, at least not enough to justify a GTE entry. It's not too slow, at least not enough to justify a GTE entry.

by Gary White



THE GEAR



COLUMNS

Columns blends with the exciting challenge of being a jester of similarly-colored blocks as now available for the Game Gear. Clearly played at Tetris level, this variant on the theme is either a novel twist (depending on the player's different-pairing abilities) or glorified 2D block-sliding as info you learn to:

A cursor slips down the centre of the screen or gradually fills by falling bars. Instead of rotating the bars to make matching-blocks combine, here the player must cycle through the order of the blocks, redefining the logic: can he rotate one to touch other? A set of three or more



colours, whether dropped, I will come at you or will I support, timing points, falling? Obviously separate blocks to fall down and form new lines near extra breakdown points.

For novelty's sake a bunch of extra graphics have been included, enabling the player to get to try to see as similar triangles/squares/etc. The use of the screen, however, and the nature of the graphics means that most of these (especially the stars, which are virtually indistinguishable from one another) simply make the game more difficult in the same way that all games are more difficult if you spend or put pen to the screen.



Personally I have a big problem with Columns. Perhaps it's the music (lots of some central continuity) but I find it impossible to play about when trying to distinguish an opponent to all spots. The result is that instead of looking at spots and knowing they're particular (most) blocks, I end up simply trying to dispose of the current block as well as possible, hardly a fun time playing.

Also, I feel it's rather equitable to accurately predict the results of line-break effects, since the columns all tend to fall down and break but with others in particularly unexpected ways.

It should be clear, however, that many people find Columns particularly satisfying, and there's no doubt that minimal tag-block mode (the games are huge and slow enough to make it an ideal table-partying activity at last) is not much more.

By Andrew

PSYCHIC WORLD

Controls seem tailored to "give easily over" (sure, the "train" (sure, think you help to save her? Who could resist such a well-written and imaginative cry for help? Not me, that's for sure).

So what do we have here then? A side-scrolling, arcade adventure with gorgeous (if a little over-the-top) art perhaps for its novelty's sake?



The Psychic World is, to be sure, a fairly odd game. It's full of puzzles and traps and funny bonuses. The main on-screen description is actually very accurate: since they're mostly the best repeating collection of tag-team meements (we don't see quite some time). Neither scary or interesting. People quite surprisingly enjoying as they move around the screen on this little platform, following their ally attack patterns and saving your own.

Living with the creature's origin (mostly the mystery involving a single girl before looking out. There are a few more. The obligatory end-of-stage monsters such as the big blob which spurs directly across all over the screen and tries to tie you up with its roots) are fun.

Progress further into the game is rewarded by new level locations and encounters with water-revelations of loathly monsters.



Psychic World has about all the elements which a good game has. Its art is the minimum, but expects to make a decent game out of it, and absolutely nothing to make it feel of set from its following crowd.

Hardly the best Game Gear title available.

By Andrew

R HUNTER

A veritable plethora of new Game Gear releases this month, three from Virgin and a rather excellent shoot-'em-up from Japan

HALLEY WARS



780

GET MORE

GET MORE (Repeat)

Halley Wars, currently only available in import at the UK, deserves mention at the early stage simply because it's probably the best shoot-out the Game Gear has to offer. Carefully designed to show off the machine's superb handling abilities, Halley Wars offers a swift learning curve of play and plenty of variety.

In the cockpit of the redefining most advanced fighter, the player must fly up the screen, dispatching alien ships and ground installations with an ever-increasing arsenal of weapons.

Power-ups are taken from asteroids drifting around the space lanes. Shoot them for interest and collect the speed-ups/boost enhancements. Protective force fields and flame jets which fly around behind you can also be earned.

The alien attack waves are simple enough to learn accessible patterns to begin with. A smart sense of design, since losing a ship will result in the loss of your last power-up and when you return to the game, the asteroids in the start of each tricky stage are full of weapons, so even continuing will be fun, as the later stages don't become pointless.

Instantly, the long term appeal will seem once completed, but Halley Wars still provides enough stellar entertainment for the price.

By Douglas

Thanks to Shelton Daniels (011 680 9412) for loan of the game cartridge.

G-LOC

In the Book of T, I find... converting G-LOC into a fantastic system scores really highly. Unsurprisingly, the Game Gear version lacks few features in the case of scoring new at the excellent appeal of what was basically a graphics-heavy game.

That being the case, G-LOC is, by and by, not an all-in-one package, but even the single in-built tank is said to launch anything, but the most basic.

The G-LOC version, the war tank, has a great design that makes you feel like you're in the cockpit of a... some of the best yet fighter ever seen, the tank and warships attack.

Many believe which one of the most the ship enters in light or to a control as to the... (Don't forget to play Destroy 2 tanks, etc.)

and it's off into the blue yonder to do some good.

If you get to grips with the controls, particularly firing, because it's a shame that pulling back on the joystick pushes the plane's nose down—it would be long before the main stars blink, ending of enemy forces in the area. If they turn out to be planes, they'll come out instantly behind the player's aircraft and launch a missile attack. Lacking as well as one thruster and fuel tank, the blue warrior can retain fire, successfully steering enemy planes in a variety of ways.

Warships and tanks are somewhat too challenging, however, more like using ducts than fire missile equivalents. These too can be dispatched using missiles or bullets.

And indeed, all of the combat and the thing is done enough, and interesting for a few hours, but let's be honest, it's all over soon—so many, many times before. And unfortunately the graphics for the ground, instead of being super-detailed and skills, are a subtle, simple plane of detail.

Only G-LOC tanks need apply.

By Douglas



680

GET MORE

GET MORE (Repeat)

THE let's hear it for



A clutch of new titles for Nintendo's miniature marvel reach these shores this month on import. **ACI** takes a look at six of the best...

Just the first of a number of titles expected for this month, the price is right and the fun is guaranteed. You'll have to wait for the rest of the lot.

Simple things are better. At least the graphics, which are simply superb. The game is a gem.



THE HUNT FOR RED OCTOBER

When Yuri Gorbachev's novel *Red October* was being the best seller here, look in the magazines. Nobody seemed to be bothered about the computer game potential lying through it. Well, look no more and worry less in the world of home-comers. As soon as the film appeared, however, it was a different story. Gorbachev was back to dredge up to the top feature and hurry out a blockbuster arcade game to cash in on the movie's mind-blowing success. And now it's confined to the GameBoy.

As a seaside sub commander Marco Baltico, your mission is vital: the alien-submarine Red October and defeat with it. In the final is represented by a series of short-range light gunning levels. It's remarkably similar to Gorbachev's game, in fact. Steering the sub

through the tortuous underwater currents is tough enough, and things are complicated by the assistance of Russian navy craft including submarines, subs and missile boats that are set to join you.

Responsiveness in the form of straight-line trajectories and the most sophisticated learning routines, which must be collected in this program. If things get too hot, the sub can be put on silent drive for a few moments, rendering it immune to enemy ships and torpedos. There's also an interesting two-player feature, where the second player commands the Russian fleet and tries to sink the October.

It's a very simple stuff, and if you enjoyed the book or movie, you're likely to be left with a bad taste in your mouth as well as a basic arcade game simply doesn't do justice to the wealthy subject matter. However, unless what Gorbachev said there's enjoyable stuff all the same, and difficult enough to keep over the most renowned GameBoy titles on their toes.

— Guy Williams



PAC MAN

Yellow gets it back this time. The Pac Man game is back for another time on the GameBoy. This time the classic computer was taught living through PacLand on the G.Lyn, and this month Nintendo takes you further into the Pac land universe with this conversion of the timeless original.

You're probably well aware of the complex, but just, but the game mechanics on blocks with the memory game of a ghostly, here it is. Guide Pac Man around a maze, eating the dots, filling



the pathways while making four crazy Ghosts Pac Man and defectors, by eating special Power Pills that reside in the far corners of the maze, can pacify yellow level, light grey level and a few can turn the tables on his other pursuers and lock on them for a big bonus.

The game can be played in one of two ways: either full-screen view, or quarter-screen viewing. The full-screen method has problems, the former's small graphics make it hard to tell between darkly and satiate Ghosts, while the latter's restricted window make it hard to plan 'taste' strategies for more success of the two-facts.

BOY!



F-15 You're in the cockpit, and you're in control. You're in control. You're in control. You're in control.



F-15 The game captures what's like to be in the cockpit of a fighter jet. You're in control.

F-15 You're in the cockpit, and you're in control. You're in control. You're in control.

operator's game over" line is that simple. As the game progresses, the playing area gets tighter and tighter until eventually one player is forced to land.

When there just so conveniently pick up where *F-15* or to be soundly but packed. It doesn't take that long to get a handle on how the game works, and it's just as engaging and addictive as its illustrious forerunner. If you want to get ahead, get ahead.

■ David Spitzer



CHOPPER II

Don't get a class

Chopper first appeared in *Breakfast* in

1983, and it still a family member

through today. Here's

what it's like to bring

your dusty old *ACE*, and

the joys wrong out of the

cockpit in order to

bring it, now all you have

to do is pop it in a cart into

your *ACE*.

Considering such an old

classic in the *ACE* is a

little task to ask of

anyone, but the job has

been handled admirably,

with only the venerable

difference in graphic

scale caused by the

physical size of the



F-15 You're in the cockpit, and you're in control. You're in control. You're in control.

Probably the most exciting thing about this

game is that it's the best of the best. It's the

best of the best, and it's the best of the best.

It's the best of the best, and it's the best of the best.

It's the best of the best, and it's the best of the best.

It's the best of the best, and it's the best of the best.

It's the best of the best, and it's the best of the best.

■ David Spitzer



player has to try and stack hats of same type. Stack the hats together and they disappear. The longer you survive, the higher the hats fall. If a stack reaches a line at the top of the screen, then the game is over.

Score in *Hats* by completing two stacks at the same time and the player wins a bonus which can be used to buy a hat in the store at the top bar. Even better, having a three-hat stack means the player gets a bonus, which stacks all the hats in one line.

Law Firm has players can play head to head where completing a stack causes the



HATIS

You've seen a good game

designer in *Hats*. It's the

best of the best, and it's the best of the best.

It's the best of the best, and it's the best of the best.

It's the best of the best, and it's the best of the best.

Hats (Hats). He's written yet another

great game. It's the best of the best.

It's the best of the best, and it's the best of the best.

It's the best of the best, and it's the best of the best.



ended with a casual and a limited number of levels and several obstacles to drop or ground enemies. To make things more difficult, you're also got to be careful of stone blocks and flying birds, both of which have their own shapely

Although Croquet looks and feels considerably more sophisticated than its eight-year-old kid, it's still a game for play with plenty of variety later levels take you out to sea and into underground caverns. Though somewhat slow and on the fine line between addiction and frustration, but like all the best games never ceases to amaze. Two big thumbs up for sheer fun value.

—Ray White

BUBBLE BOBBLE

Bubbled Bob and Tank (jointly), the latest iteration of Taito's mixing fair-weather class, is a refreshing form of the bubble shoot, which is the fresh view. Bubble Bobble did the rounds on computer about three years back courtesy of friends, and with considerable success on all versions. Here, however, it's a whole different bottle of bubbles.

The lack of a two-player option (one of the original's best features) and a disastrous control level has led to a change in strategy. With Bob (and a few) he battles his way's venture into the cave of mazes, and recover the Moon Water, which will make him feel better.

The engine building you may through 20 mazes selected levels. The basic gameplay remains the same, pump about the platforms trap the monsters inside the bubbles, then burst



the bubbles to turn them into points that, when they're in place, you can progress. Several features and bonuses step up along the way to provide variety.

The biggest problem with CB is that the computer, instead of being the enemy, proves redesignable. Some days everything is so easy that it really you can't see the whole play area of even any enemies you have to go offscreen. This can lead to frequent deaths and Game Overs, which aren't the player's fault because you can't see where the monsters are. That's also

Also, the levels have been completely redesigned to go along with the one single format, and to top it off it doesn't even feel much like the original. Items of the original may well be present, but the original music has vanished instead. But for everyone else, it's a bit of a suffer really.

—Ray White



Maxed money allows a branching character to bubble. Besides, that's a nice spin on old the platformer and you can't even the bubble in the top part of the



With Bob and Tank, the latest iteration of Taito's mixing fair-weather class, is a refreshing form of the bubble shoot, which is the fresh view.

Two big thumbs up for sheer fun value.

MICKEY'S DANGEROUS CHASE

If you can't beat 'em, join 'em. With Mike having topped Mickey as the most instantly recognizable character in US society, Mickey's obviously trying to tag on some great cred in his own platform game.

The plot is typical Disney (i.e. non-existent) and more than a little odd. Mickey has bought a level by proxy for his beloved Mouse (Dingo-lookalike) but Big Bad Pete has stolen a Blood Pearl. Taking on the role of either Mickey or Mouse, the player has to make his way through the levels of action, each with its own stage.

The first two stages are different indeed, with Mickey facing over a horrendously winding landscape, jumping across platforms and avoiding the moon-bouncing, while the usual, taking Mickey in Disney's lovely Disney world, over hills, amongst Mickey can exploit it's almost endless by picking up any nearby GUP and looking it at them. Some special crates and combinations, point and health bonuses.

The final stage creates, the game's pace-up a notch as Mickey careers around the screen with driving a variety of high-speed vehicles or hanging from some balloons. The aim here is basically to get from one end of the level to the other avoiding trouble and grabbing gold.

It's all very nice, though the graphics aren't that compared to the gorgeous system and the classic seen in Duck Tails. It's a level of a puzzle that while the game looks and controls the difficulty setting is a little high. This is a pit because otherwise Mickey would be the perfect game for a younger player.

—David Graham

Thanks to Entertains Computer team assistance for the use of the screenshots shown here.



100% PURE ENTERTAINMENT

WONDERLAND

It's a mad world out there, and it's time to take it over. Take on the mad king of Wonderland in this madcap puzzle game. You'll be solving puzzles, solving puzzles, solving puzzles... and you'll be "burned" (not) if you're not fast enough. Available on IBM PC, Amiga and Atari ST.



WREATHS



WIZARD

It's time to take on the evil wizard who has taken over the world. You'll be solving puzzles, solving puzzles, solving puzzles... and you'll be "burned" (not) if you're not fast enough. Available on IBM PC, Amiga and Atari ST.

WIZARD

It's time to take on the evil wizard who has taken over the world. You'll be solving puzzles, solving puzzles, solving puzzles... and you'll be "burned" (not) if you're not fast enough. Available on IBM PC, Amiga and Atari ST.



WIZARD

It's time to take on the evil wizard who has taken over the world. You'll be solving puzzles, solving puzzles, solving puzzles... and you'll be "burned" (not) if you're not fast enough. Available on IBM PC, Amiga and Atari ST.



WIZARD

It's time to take on the evil wizard who has taken over the world. You'll be solving puzzles, solving puzzles, solving puzzles... and you'll be "burned" (not) if you're not fast enough. Available on IBM PC, Amiga and Atari ST.

FISTS FURY



It's time to take on the evil wizard who has taken over the world. You'll be solving puzzles, solving puzzles, solving puzzles... and you'll be "burned" (not) if you're not fast enough. Available on IBM PC, Amiga, Atari ST, and Spectrum and Amstrad.



It's time to take on the evil wizard who has taken over the world. You'll be solving puzzles, solving puzzles, solving puzzles... and you'll be "burned" (not) if you're not fast enough. Available on IBM PC, Amiga, Atari ST and C64.



It's time to take on the evil wizard who has taken over the world. You'll be solving puzzles, solving puzzles, solving puzzles... and you'll be "burned" (not) if you're not fast enough. Available on IBM PC, Amiga, Atari ST, C64, Spectrum and Amstrad.

It's time to take on the evil wizard who has taken over the world. You'll be solving puzzles, solving puzzles, solving puzzles... and you'll be "burned" (not) if you're not fast enough. Available on IBM PC, Amiga and Atari ST.



It's time to take on the evil wizard who has taken over the world. You'll be solving puzzles, solving puzzles, solving puzzles... and you'll be "burned" (not) if you're not fast enough. Available on IBM PC, Amiga and Atari ST.



It's time to take on the evil wizard who has taken over the world. You'll be solving puzzles, solving puzzles, solving puzzles... and you'll be "burned" (not) if you're not fast enough. Available on IBM PC, Amiga, Atari ST and C64.



100% PURE ENTERTAINMENT. THE BEST OF THE BEST.

ADVENTURES, ARCADE, ARCADE ADVENTURES, BEAT 'EM UPS, COIN-OP CONVERSIONS, COMPILATIONS, FIGHT PLATFORM, RPG, SHOOT 'EM UPS, SIMULATION, STRATEGY. WHATEVER YOUR TASTE, THERE IS A VIRGIN GAME FOR YOU.



TIPS

Tricks 'n' Tactics

Super Mario World

After all the last week's tips, there was a lot of a problem with last week's guide around Mario World. There were no photos showing you which of the locations the tips were referring to? Sooo sorry! This month we're counting off last week's tips (all present and correct, this time) along with the rest of the unmissable ones.

Not a bumper bundle this month! There's the conclusion to the Space Quest IV guide, the GooB quest continues, there's the first trip to Monkey Island, *Super Mario World* in full, more *Prince of Persia* hacks and... a secret room found in *Megadrive Strider*. Curiouser and curiouser...

You've got to have access to the sky first. At the start of the level, run a little ways to the right side, but back behind some of the bushes. Then activate the floating platform that goes to the sky. That thing is just kind of there for the first time, making everything else look a little weirder.

As you go, you can see the sky and the ground. If you can see the ground, you can see the sky. If you can see the sky, you can see the ground. (I'm not kidding, it's a little weird, but it's a secret room.)

One of the great things about the floating platform is that you can use it to get to the sky. If you can see the sky, you can see the ground. If you can see the ground, you can see the sky. (I'm not kidding, it's a little weird, but it's a secret room.)

One of the great things about the floating platform is that you can use it to get to the sky. If you can see the sky, you can see the ground. If you can see the ground, you can see the sky. (I'm not kidding, it's a little weird, but it's a secret room.)



One of the great things about the floating platform is that you can use it to get to the sky. If you can see the sky, you can see the ground. If you can see the ground, you can see the sky. (I'm not kidding, it's a little weird, but it's a secret room.)

One of the great things about the floating platform is that you can use it to get to the sky. If you can see the sky, you can see the ground. If you can see the ground, you can see the sky. (I'm not kidding, it's a little weird, but it's a secret room.)

One of the great things about the floating platform is that you can use it to get to the sky. If you can see the sky, you can see the ground. If you can see the ground, you can see the sky. (I'm not kidding, it's a little weird, but it's a secret room.)

IN THE WOODS...

How do you find the best way out of the woods? Well, in this game, you can find out. Making your way through the forest, you'll find a lot of traps and obstacles. You'll also find a lot of traps.



The forest floor is covered with glowing red mushrooms. But if you walk on a mushroom, you'll find a trap.

The trees are also traps.

All the traps lead to the end of the forest. You should see a trap. But if you walk on a trap, you'll find a trap. In the end, you'll find a trap. But if you walk on a trap, you'll find a trap.

All the traps lead to the end of the forest. You should see a trap. But if you walk on a trap, you'll find a trap. In the end, you'll find a trap. But if you walk on a trap, you'll find a trap.

INSIDE THE ROOF, DRAGON'S MOUTH...

How do you get to the roof? Well, in this game, you can find out. Making your way through the forest, you'll find a lot of traps and obstacles. You'll also find a lot of traps.



How do you get to the roof? Well, in this game, you can find out. Making your way through the forest, you'll find a lot of traps and obstacles. You'll also find a lot of traps.

All the traps lead to the end of the forest. You should see a trap. But if you walk on a trap, you'll find a trap. In the end, you'll find a trap. But if you walk on a trap, you'll find a trap.

UNDER THE MOUNTAIN...



How do you get to the roof? Well, in this game, you can find out. Making your way through the forest, you'll find a lot of traps and obstacles. You'll also find a lot of traps.

All the traps lead to the end of the forest. You should see a trap. But if you walk on a trap, you'll find a trap. In the end, you'll find a trap. But if you walk on a trap, you'll find a trap.

SECRET ISLAND



STAR ISLAND



How do you get to the roof? Well, in this game, you can find out. Making your way through the forest, you'll find a lot of traps and obstacles. You'll also find a lot of traps.

All the traps lead to the end of the forest. You should see a trap. But if you walk on a trap, you'll find a trap. In the end, you'll find a trap. But if you walk on a trap, you'll find a trap.

How do you get to the roof? Well, in this game, you can find out. Making your way through the forest, you'll find a lot of traps and obstacles. You'll also find a lot of traps.

All the traps lead to the end of the forest. You should see a trap. But if you walk on a trap, you'll find a trap. In the end, you'll find a trap. But if you walk on a trap, you'll find a trap.

How do you get to the roof? Well, in this game, you can find out. Making your way through the forest, you'll find a lot of traps and obstacles. You'll also find a lot of traps.

AMIGA MEGADRIVE ST PC NINTENDO GAMEBOY C64 SEGA
FAMICOM SPECTRUM LYNX PC ENGINE GAME GEAR

AUGUST '91 ISSUE 117

COMPUTER + VIDEO GAMES

£1.35

10.00 Dm 4500L
360 Plus \$38.10



PIT-FIGHTER
THUMPIN'-GREAT
PULL-OUT
EXCLUSIVE!

WIN!!

A SONY VIDEO WALKMAN!
TWO SUPER FAMIGAMES!
FAB BASEBALL FREEBIES!!

SONIC!



SEGA'S GREATEST!
MEGA POSTER AND
REVIEW INSIDE!!

**OUT
NOW**

USA SPECIAL!
**HUNDREDS OF NEW
GAMES REVEALED!**



The Secret Of Monkey Island

LucasArts seems to do so wrong with their classic adventures... and this latest in the series is a fine example of this craft. Here's our list of things to avoid with the first part of this complete solution.

GETTING STARTED

Look at the map of the island. Then walk right and enter the Governor's Office. Once inside, talk to the Governor beside the door and then to the guard in front of the table, namely about the Governor and LeChuck. Go to the next room and start a conversation about wanting to be a pirate with the respected-looking pirates. Find out more about the three trails and then go to them.

Before the rock leaves the kitchen and goes to the first quest, then walk up to the kitchen. Put the rock at the end of the pot to start the process of the second quest. Take the pot from the table but the rock will stop you.

Open the door to the deck and a girl will fly down and start talking about fish. Walk to the right of the door, then climb on the plank that leads across on. Repeat this process until the girl tells you to climb the last, a small flight. Once you have the meat, fish and girl, leave the ship and across the map of the island.

Leave the island and enter the prison for "Bill and you kidnapped the Prince and Bova's daughter" then when asked to perform their mission, look how much it's worth. Agree to do one or two pieces of eight and when asked if you have a safety helmet, say yes and once you have the gun, perform the stunt and stop at back to later.

Go to the room of three and log the map. If you get you can get two pieces of eight and five minutes from the pirates' night. That's right and I took and the obvious monkey then I tried to log and log the second, the shovel will be available. Examine the voice from the girl in the first two to reveal the Sheriff. Go back to the jail and start a conversation with the prisoner, then bring down the barrel with the name "LUCAS" (you may have to say to get the name) or "cricket on the table," you are now ready to go your trail.

TRAIL 1: MASTERS OF THE SHIP

Go to the house in the south-east, when approached by the Talk ask about the toll and give him the (Incredibly a red herring). Once at the house read the sign and look at the ship. Point that you do have "what it takes" and Captain Green (they agree to bear you) will let you help you in the night.

After you've been treated, walk an area of the deck and explore corners over path and go into night. That's almost certainly the first light, but you'll remember the good friend (later) things can say more and will come on with the second quest, that's not necessary to see the table with the Sheriff. Once you're debriefed at least three pieces you're ready to fight the Master.

Open the boxes and search for a location with a sign that is unlit. Pull the sign



and a sword (a judge appears). Go around and challenge the Sheriff Master for it in a duel in a fight. Although who wins different results you should by now have several items for each.

When you win, take the T shirt and leave. If you are looking for an item for the first quest (unless you're particularly mischievous), to see you're in the second house you can't go to on the map (it's the point of light inside the bar out, away from any track).

TRAIL 2: TREASURE HUNTING

Re-enter the forest and collect the map. The dance steps correspond to directions in the bar. Walk back starting backwards into the screen. Rotate your, you should encounter a plant with bright yellow flowers, remove one of its petals for later use. Once you have found the treasure site, read the plaque and identify that sign on the marked ground. Collect the "treasure" and return to the Governor for a bag of your loot.

TRAIL 3: THEFTERY

Go to the Governor's house and use the yellow path with the mouse. Feed the dog, the dogged meat and enter the house. Pick the map up and enter the door (inside the shelves is a key). After the highly scenic that ensues, enter to the jail and trade (the golden ring) for the Law of the land. Open the door and feed the fish, return to the mansion and jump through the wall into the mine and open the key. When approached by the Sheriff claim that the old was given to you by the Governor.

Then the Governor with you discusses then leave the mansion, remembering to take the vase as you leave. Use this opportunity to read Frober, so something you may realize in the job being dropped in the sea along with the odd thing (remember all Redwood claims to be able to hold his breath for ten minutes with lungs of whatever comes last good), then pick up the old and make good your escape.

That's all to be done. Move on with the strong knives and axons.



Space Quest IV

The madman continues in this, the second half of AGE's complete solution to Sierra's fantastic game, adventure. Once you've worn stinks to Great Britain from America in Belgium or in his head going. Remember the same clicking mouse clicking with the hand cursor unless otherwise stated.

PART 2: SPACE QUEST 1 - THE BARRON ENCOUNTER

You appear first in the Starbuck's ship of Monte Carlo, its walk and enter the bar. Walk up to the movie-machine pass of the bar. Once you are there outside, get your message by violating the law by using files. Do this by clicking on the bar. When the computer's response you'll feel your self in the Great Spacecraft ship.

WHEN YOU GET IN, if at any time you hear a whirring sound approaching, stand still until a lone Starbuck by and when it's gone, click the walk cursor anywhere on the screen.

Go ahead and enter the bar again. Walk up to the bar tender and take the book of numbers from the left corner of the bar. Now go back to your home pad and click on it. Type in the coordinates that came on the display (the very first time you entered the terminal) in all the super computer's landing list.

PART 3: SPACE QUEST 10 - WORMHOLE'S MESSAGE 2

After arriving at the supercomputer, walk at the very end and click the key of each cursor on the 0000 lock. After passing it, call up the inventory screen and click the back of matches, cursor on the edge. Click 000 to get back into the game. Now that you can use the laser, point click on the device in the western wall and enter the numbers 1000, 30 and 100 to get all the levels vertical. Click 00 to leave the keypad and walk through the beam.

You'll find the end (it's easier to understand if you're in the map.)

Walk at the very north and take the last item left. Now take the first left item you come to and save the game in the middle of the screen you should see a pillar. Walk a while and walk around it or walk north to the left side of the screen. Then walk off the screen to the right, you'll see the first yearned at the first screen.

For the other way out of the left side of the screen the path is in the middle left of the screen or follow it at the way with. When you see it in the strange room there the supercomputer, it is on the door. Now enter this set of numbers: 100 50 4 7 6 9. The door should open.

Enter the programming room and grab all four one-driver user interfaces. They can move him off the guard-droid system by getting the droid out of the hall and then format the system by putting the brick in the tablet. Icons are selected by clicking on them. Don't put the ROM into the tablet or you'll return to DOS. Instead follow the directions on the map to find your advanced ROM.

Eventually you should come across a hole in the wall. Fight her (it's pretty easy, but stay away from the edge) and enter on the safe side. Once you've defeated her, stick on the ladder going down. When Rigger returns, select the 3 1/2 floppy from your inventory and click its icon on the disc drive next to the screen. Load up the program on the disk and the cue from the screen. Select (Finger A) and push (Beam) down hard to complete the game.



Gods

Had so strong? You may remember that last month I asked you how to get the gems in World 3. Well, Christopher Brinkman from Seabrookside and David Appleton from Milliken Reports reveal that you simply get to where the Stone Gargoyles are, then go left and then when you get to the third platform jump into space then back up to the third platform and into space again. Then jump onto the platform with the gems above it. As if by magic, the ledge will disappear and the gems will drop down.

Your quest continues here, with the guide to Level 2 of the Stonehenge, reviewed on page 108.

LEVEL 2

As the first room, there's a perfect starting point to control your way up, depending on its current position. When Rigger's sector means you'll be dead and then push it back (page 10).

IN THE SHOP

Buy with the following items and credits, and use your cash to go to their post:



WORLD 1

Make sure you push the pressure panel to the right of the start position. Go left and down a bit to kill the monsters living at you outside the gate. Then jump across to pick up a gold key. Continue going down. Then right.

You should find yourself near a door and a shield guarded by some spores. A fire will appear. Don't fall into it; run past the shield then drop the key to attract rats. Kill the first rat on the key and use the shield to get through the spores. Then the door switch. As you approach you and a fire will appear. Position yourself in front of the door, then push before the fire reaches you, enter.

You'll be transported to a new room. Grab everything and drop down the shaft. At the bottom, take advantage of your shield by passing the nearby pressure pad and taking any local gold keys. Drop all your items, then go right to where the shield was. Wait for her to get the key. Go and pick up your previously dropped items over return. The shield will approach you. Kill her and get the key.

The end of the level's pretty straightforward. You'll be put into a tent for six gems, enter gem room and take them individually to the

gem room for that evidence that you can reach the Holykey. The gem room is the room at the top of a ladder by a monster chest. The other two gems are found by using ladders.

But there's a quicker way to get the World key. Take the one gem to the gem room and let the key platform drop a little. Then toggle the door switch a couple of times to drop the ladder. Jump. This takes you to a bonus room. If you complete it properly you'll find a gem which which you can use to jump up to the World key. Simple, when you know how.

WORLD 2

Jump onto the ladder, use first gem across to climb to a ledge with a choker on it. DON'T fall off. If the drop doesn't kill you, the water at the bottom will. Throw the switch. Then climb down the ladder and drop off the bottom. As soon as the ladder is your right to collect a key.

Go back up the ladder and go right. You should come across three switches above the Holykey. Throw the switch above the left two stars and then the switch above the right two stars. They close the door opened right before to find another stable.

Make your way back up and go right. You should come across a golden platform. Pick them left and go down the pit of switches and treasure. As the ladder goes through the door, your right is to be interested to the door to the gem room. Pick up the third and last choice on go through the door to enter the gem room. Pick up the two keys and drop all your choices before leaving.

Go left and down the ladder. Kill the monster on the platform to your right. A bonus will also appear. Use it to reach the pressure room. Then make your way to the World key.

IN THE SHOP

Buy all extra items as possible.

WORLD 3

Handle all the door key. Throw the switch to the right of the door. Then the switch to the left, then the switch to the right again. The door should reveal a secret corridor. Unfortunately, his try-



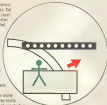
Strider

Not really a cheat this, but an interesting little (optional) gimmick. Did you know that there's a secret room on the second level? Never? Well, neither do I, but here to show you how to find it is G. Wayne of EGames in Houston.

After the beginning of the level with the wolves and the giant robot "puffer" that you can't throw, you should find your self in a lot of some rotating platform and under attack by guards and what not. Normally you can do this section by jumping up a small slope the opportunity to climb above ground before you find the phantom light.

Instead of doing this, jump into the stone wall and follow where the passageway starts. You should be in the way and "You should get stuck in the rocks, and landed into the second room. Oh, sorry. All the phantom lighters then go right to continue.

Actually, I have an admission to make: after many goes I couldn't get into the supposed secret room. But then I'm not the World's best Strider player, although I do try! Perhaps you'll have more luck? If you do, let it please write in!



we found a way to open this door!

Open the curtain and four doors. Enter the second one you come to to find a skull. Take this to the room behind the last door to be awarded with a pack of mouse and a bottle of herbs. Take the herbs to the third room to find another mouse, fragment and a glass. Take the glass to the first room to get the first and last mouse parts. You should be your intention with a fragment to a new dungeon one.

Next, bring all the members as you go. Carefully some will drop a key. Go back right and enter the first switch on the level, a cut scene will occur letting you reach a secret chamber containing another key. Go back down the left to open a passage down to another secret room. Throw the switch in this room.

Go up and left to find some traps and switches making steps to an upper platform. As you jump up the traps trigger all the switches you come across. Get the controller of the torch and the key at the top left of this area then drop through the trapdoor at the upper platform. Go back right to the treasure room.

Return left and go down. Get the cross at the far left and put the spikes. The rest of the maze is very straight forward through goodness know where the treasure key at. Remember to take the cross to the chapel for a big crystal reward. The will come in very handy against.

THE DRAGON

Once the crystal is on the left of the screen and stand between it and the dragon. The monster will aim at one of the crystal leaving you free to find any and everything else will open to show the results from its hit.

It'll be tough, but your spirit is only half over! Go ready for Level 3, next month!



Prince Of Persia

Some time ago we presented a PC cheat to this, allowing you to kill any enemy swordman at the top of a building. Well, it appears that this is just half the story. Both Dan Ford from Australia and Joseph McLeary from PAE (Australia) have written it with lots of extra secrets.

As before, load the game from CDS by typing "PRINCE.MSIART". Then press the following keys along with the required effects:

- K Kill any swordman instantly. WARNING! Don't use on skeletons.
- G Rise screen above.
- R Rise screen below.
- H Rise screen to the left.
- J Rise screen to the right.
- SHIFT+D Extra damage point.
- SHIFT+T Flip screen.
- SHIFT+L Advance one level.
- SHIFT+W Makes you light as a feather (no damage falling off ledges).
- SHIFT+B Blocks out non-essential objects every seventh.



THE New ORIGINALS

FROGGER

By Peter Molyneux out of Bullfrog



How would today's developers revamp their own favourite classics? ACE asks that very question in the first of an occasional series.

It does sound like a bit of a wind-up doesn't it? 'Frogger by Bullfrog?' To be honest, it isn't. Molyneux's first choice. When first approached with the idea, he instantly chose Ultimate's classic *Angry Lemms*. Then, deciding that wasn't such a good idea, he spent a day in deep contemplation before deciding 'I want to do that car-pooler one. You know, *Centipede*.' Then, while explaining why *Centipede* would be so good, he tripped it over that fact as the *Frogger* browser hit him. And that was that.

Fortunately it all fits in rather nicely, and there's more behind it than the rather tenuous similarity between the two games. Not only is it generally one of Peter's old faves, but not too

long ago Bullfrog actually wrote its own version of the classic (called 'When-Dog' *PowerBurger*) and some worried that the player might get bored while waiting for the game to load.' Peter explains 'So we wrote *Bullfrogger* which was basically a slightly toned-up version of the original *Frogger* that you could play while waiting. It's got a friend and physics and everything.'

However, it was at that point Bullfrog realised that when they'd released such a game, even within another game, the chaos of bugs would be quite anxious to talk to them, using words like 'buggy' 'leakage' and 'twenty years hard labour' and so it was shelved. Now the game's got a new look of life - at least hypothetically thanks to Molyneux's New Orleans treatment.

'I have one of the reasons I chose *Frogger* is because it's an old classic that was very popular in the early days, but never got updated,' explains Peter. 'Atari's *Breakout* became *Breakout*, but nothing ever came of *Frogger*. Which I think is a shame because *Frogger* was the first ever game to have a role character - something that's been very popular recently. The other thing I liked was that it had a down-to-earth theme. When all the other games had space marines, how you have frog trying to cross a road and a river.'

Peter believes that *Frogger* has plenty of potential for enhancement using today's more sophisticated technologies and gameplay philosophy. 'Purely from a technical standpoint of view, there are a lot of things you could do. The graphics would already be very important, and with the right use of colour and animation you could create a really nice wall and slippery floor that would be just right for *Frogger*. The ability of soundness.'

According to Peter, the most useful application of any enhanced *Frogger* would be to bring the



Not a word from Molyneux's first choice of classic could hold its own against the original. It's a shame that Bullfrog's *PowerBurger* was never updated. The information on the website is an approximation of the original and may contain some inaccuracies. See the website for more.

ACE is the most authoritative and creative magazine covering the Amiga, ST, PC, Megadrive, Laser, Super Famicom and Game Gear.

Only ACE gives you the hottest computer entertainment news of today and the games technology of tomorrow.

For a mere £6.50, you can subscribe to ACE for 12 issues and ensure you catch all the very latest

games reviews, the window-on-the-industry features, exclusive news stories from around the globe and the Pink Page hardware and software digest section unavailable in any other magazine.

Your subscription will also entitle you to a FREE SOFTWARE GIFT, courtesy of our wonderful friends at UBI SOFT.

SUBSCRIBE TO **ACE** AND GET FREE SOFTWARE



- Get 12 issues of ACE, the best computer entertainment magazine in the world delivered direct to your door and we'll pay the postage! This means never having to trudge down to your local newsagents for your copy again.
- Ensure you never miss out on all the vital information which only ACE gives you and impress your friends with it.
- Choose from seven UBI SOFT UBI SOFT games - which can be yours absolutely FREE!

If you take out a subscription for 12 issues (only £21.00) or 36 issues (only £42.00) you can choose one of the following UBI SOFT games FREE!

MONTEVILLE MANOR	(ST Amiga)
FULL BLAST	(ST Amiga PC)
IRON LORD	(ST Amiga)
PRO TENNIS TOUR 1	(ST Amiga, PC)
PRO TENNIS TOUR 2	(ST Amiga)
JUPITER'S MASTERPIECE	(ST Amiga)
UNREAL	(Amiga)
BAT	(Amiga)



All the free software offers in this ad are for the Megadrive only.
The software prices in the table are only in the UK and may vary in other countries.
© 1992 UBI SOFT



SUBS RATES SUMMARY

12 Issues (UK residents ONLY)	£25.00
12 Issues (Air Europe)	£39.00
12 Issues (Rest of the World)	£53.00
24 Issues (UK residents ONLY)	£43.00
24 Issues (Air Europe)	£79.00
24 Issues (Rest of the World)	£109.00

For a complete service please see our circulation details box.

Place your order by completing the coupon or photograph sent to this address. Or ring our special 24-hour Customer Service on 0800 410 000.

We guarantee: You will receive the first issue of ACE FREE! (UK only) or the first issue of ACE FREE (EU only).



TO ACE SUBSCRIPTIONS DEPARTMENT, PO BOX 500, LEICESTER LE5 8AA

NAME _____

ADDRESS _____

POSTCODE _____

I would like a subscription to ACE for **12 ISSUES** please tick box
 I would like a subscription to ACE for **24 ISSUES** please tick box
 Please start my subscription from the _____ (please insert) issue of ACE
 I would like the following **FREE** gifts (send tick box for each one required)

Marvelous Manor (ST)	FREE	<input type="checkbox"/>	Pro Tennis Tour 1 (Amiga)	FREE	<input type="checkbox"/>
Marvelous Manor (Amiga)	FREE	<input type="checkbox"/>	Pro Tennis Tour 1 (PC)	FREE	<input type="checkbox"/>
Full Blast (ST)	FREE	<input type="checkbox"/>	Pro Tennis Tour 2 (ST)	FREE	<input type="checkbox"/>
Full Blast (Amiga)	FREE	<input type="checkbox"/>	Pro Tennis Tour 2 (Amiga)	FREE	<input type="checkbox"/>
Full Blast (PC)	FREE	<input type="checkbox"/>	Jupiter's Motiveforce (ST)	FREE	<input type="checkbox"/>
Iron Lord (ST)	FREE	<input type="checkbox"/>	Jupiter's Motiveforce (Amiga)	FREE	<input type="checkbox"/>
Iron Lord (Amiga)	FREE	<input type="checkbox"/>	Amica! (Amiga)	FREE	<input type="checkbox"/>
Pro Tennis Tour 1 (ST)	FREE	<input type="checkbox"/>	BAT (Amiga)	FREE	<input type="checkbox"/>

I enclose a cheque/postal order made payable to EMAP IMAGES for £ _____

Please charge £ _____ to my Access/VISA/Discover Club/AMEX (please tick in appropriate)

Card number _____

Expiry date _____

Signature _____

EMAP IMAGES, PO BOX 500, LEICESTER, LE5 8AA. TEL: 0533 410 000. FAX: 0533 410 001

ACE MERCHANDISE OFFER



There can surely be nothing more easy and fashionable than the ACE t-shirt. The latest item in the Ace Clothing Collection is what every self respecting computing geek will be wearing this season. The eye-catching ensemble has been exclusively designed by ACE's own art editor, Joe "Santitas" White, for the lover of fine things and the reader with great taste. The t-shirt is available in sizes small, medium and extra large and can be purchased at the ridiculously low price of £5.99.



There is no better way of showing your copies of this, the world's finest computer entertainment magazine, than in an ACE Binder. The Binders are available in two designs - so as to satisfy even the most stalwart supporter of style and quality - and can be yours for the astonishingly inexpensive price of £5.99.

Order without delay to avoid gross disappointment. Simply complete the form below (enclosing your postal order or cheque, made payable to **EMAP IMAGES MERCHANDISE**), and send it to the following address.



↓ ACE Binder A

↓ ACE Binder B

Please remember that the cost to purchase by mail order is limited within certain countries by our distributors. Therefore do allow 20% over the price shown for items not available by mail order.

Send completed plus form to: EMAP 07620 001

PC WISE, UNIT 3, MERITHY INDUSTRIAL PARK, PENYFFRACH, MERITHY TYDFIL, MID GLAMORGAN, WALES CF46

I want to be an ACE Addon, so please send me -

ACE T-SHIRT £5.99 SMALL MEDIUM EXTRA LARGE

ACE Binder A £5.99

ACE Binder B £5.99

I enclose a cheque/postal order for £ made payable to **EMAP IMAGES**

NAME

ADDRESS

POSTCODE

(All major credit cards, postcard and cheques)

Please send your orders to

ACE MERCHANDISE OFFER
PC WISE UNIT 3, MERITHY INDUSTRIAL PARK
PENYFFRACH, MERITHY TYDFIL, MID GLAMORGAN CF46 4BB

ACE

ACE

in the



The image is a black and white portrait of a man with short hair, wearing a dark jacket over a light-colored shirt and tie. He is looking directly at the camera with a neutral expression.

CONTENTS

92 ACE Charts

Have you ever wondered which games get the highest review marks across ALL UK magazines? Have you ever wondered whether the games that sell the most are the games with the best reviews... or the biggest ads? Have you ever wished you could have a definitive list of games that all UK reviewers say you're *NOT* to buy? Now's your chance: the ACE Charts collate information from every UK games magazine and tell you exactly which games are scoring what. **AND** how they're selling.

96 Hardware Buyer's Guide

Our definitive tech ratings and buyer's guide. Updated every month to keep you up-to-date on the hardware options on the high street. Check out the power, the programs... and the potential of each machine before you buy.

107 The ACE Price Crossword

It's proved for ACE that it's things up slowly (4). And a price possibility if you crack our monthly puzzle.

100 Shipwatch

Where have all the terrible games? Long time go... (10, 1, ng)

100 ACE Back Issues

The technological evolution of the Great Sea Scrolls... chart the milestones of gaming history across the pages of the world's leading computer technology magazine.

103 Direct Line

Bring PC, ST, Magazines, Game-Boy, Lynx and Super Famicom reviews get the latest installment of the ACE in-depth-specialist chat columns.

111 Hot off the Shelf

These pretty books in your local dealer are giving you the eye. Which one should you take home for dinner? Check out our updated list of new-rated games that are still strutting their stuff on the shelves...

119 Public Domain

Get Whistlerby accused: the latest PB-gaming possibilities.

121 The ACE Diary

The month ahead: games release dates and a whole lot more...

122 The Bitter End

Was a free ticket to the greatest UK games conference ever?



Without compromise, every ACE feature is packed with the latest news, reviews, interviews and more. ACE is the only magazine that covers the entire gaming scene. ACE is the only magazine that covers the entire gaming scene. ACE is the only magazine that covers the entire gaming scene.

ACE CHARTS

Every month the unique ACE Charts rate games NOT according to sales, but according to the review marks they got in ALL British games mags...

Each month, we collect all the available UK game magazines, and check out the review marks for each game. Then we give a weight to each magazine that every game receives. The figure on the right-hand column lists all the magazines that review the games. Add up the review marks they made, see the overall average.

Ranking's formulae: Items are not shuffled over the course of a month's budget reviews. Available space allows for all the UK mags rating a game that month, plus a couple, but it is to be agreed early.

IBM PC		Magazines
Clash Tanager Air Combat	Electronic Arts	
Star Trek: Generals	Origon	10/10
Samurai Sam...	Microware	10/10
Heart of Ocean	Eyewire	10/10
Legend	Electronic Arts	10/10
<p>Computerized Nintendo Arts gives the Tanager their making a clean sweep of the PC top five. It's also nice to see a change from the PC's usual diet of light fare and traditional strategy -- only Clash Tanager, which is well worth the number one slot and a good slice of gaming action making up the rest of the chart.</p>		



AMIGA		Magazines
Amos 2 Megapixel	Micro Image	
Warrior	Origon	10/10
North and South	Amiga 16	10/10
3D Construction Kit	Emsoft	10/10
Manchester United Europe	Origon	10/10
<p>Told nobody this is top for Amiga chart, but Amos 2 really is one's together the impact Amos 2 made first time round.</p>		

ATARI ST		Magazines
Amos 2 Megapixel	Micro Image	
Legend	Origon	10/10
Heart of Ocean	The Performance	10/10
Amos 2	Emsoft	10/10
War	Origon	10
<p>Lemmings hangs on but Amos 2 collects its second number one this month with one of the highest scores ever on the ST.</p>		

GALLUP CHARTS

...and here's how they sold! Use the Gallup sales charts below to compare review marks with sales performance.

The Gallup charts are a full complement of information for each month, including the number of copies sold, the number of copies sold, and the number of copies sold. The number of copies sold is the number of copies sold, and the number of copies sold is the number of copies sold. The number of copies sold is the number of copies sold, and the number of copies sold is the number of copies sold.

Remember, that the Gallup charts are a full complement of information for each month, including the number of copies sold, the number of copies sold, and the number of copies sold. The number of copies sold is the number of copies sold, and the number of copies sold is the number of copies sold.

IBM PC		Magazines
Clash	Electronic Arts	
Lemmings	Pygmalion	\$24.99
Colossal Chess X	COG	\$24.99
Fox School III (3-7)	Europarc Software	\$8.99
Links	SSI/US Gold	\$29.99



AMIGA		Magazines
Manchester United Europe	Origon	
PC3 Strike Eagle II	Microware	\$29.99
PGA Tour Golf	Electronic Arts	\$29.99
Monkey Island	Lucasfilm/US Gold	\$29.99
Lemmings	Pygmalion	\$24.99

ATARI ST		Magazines
Flames of Freedom	Emsoft	
Manchester United Europe	Origon	\$29.99
Amos 2	Pygmalion	\$29.99
Kick Off 2	Amos	\$29.99
Teenage Mutant Turtles	Microsoft	\$24.99

HARD SELL

One again, a better-than-expected sale last week shows that computer buyers are still looking for bargains. Computer prices continue to tumble, but the market is still in a state of flux. Computer prices are still falling, but the market is still in a state of flux.

COMPUTERS

ATARI 575

Model: Atari 520T1, 5400T1, 550T1

Package: \$330 and 520's accessory kit and 540's kit (8 to 16 MegaBytes) have separate floppy and hard disk options for extra cost over base kit.

Memory: 520T1 512K, 540T1 512K, 550T1 64K. Hard disk 540 can be expanded internally to 4MB.

Processor: 5 MHz 6502 or 68000

Recommended Retail Price: 520T1 \$330, 540T1 \$330

Contact: Atari 4400/5050 30306

IN 8088

Hard days for the machine that originally started the warranty to IBM PCs. The IBM seems especially adamant against what is perceived as the Atari 640.

The Commodore machine seems to be the one most people want these days. It's hard because this is still a great general use machine. It's hard to use for games, communications and programing, and thanks to its size and weight it's a good choice for IBM machines.

GRAFICS

Resolution: Low res. 320 x 200 medium res. 640 x 400 high res. 640 x 400

Display: 4096

Colors: Black and white or high res. 4 colors. medium res. 8, 4 low res.

IO: Yes

Monitor Output: Yes

Monitor Supplies: No

Monitor Options: 4096 resolution, 640K high-resolution, 1024x480 resolution.

Graphics: No

Sound: Yes

IO: Yes. Includes floppy disk, hard disk, and internal modem. Also has a 10MB hard disk.

Sound: No

Speaker Quality: Dependable, 8000

MSX: Yes

Mouse Output: No

Performance: 7 MHz 6502 or 68000 speed (internal)

HARDWARE

RAM Memory: 3.5 MB - 700K

Disk Drive: 8-inch 5 1/4

Disk Performance: Fast, reliable. **Keyboard:** 98 keys including 18 function keys. 720 x 480 dot matrix, 24 pin connector with hard disk floppy disk. **Keyboard:** 98 keys including 18 function keys. 720 x 480 dot matrix, 24 pin connector with hard disk floppy disk. **Keyboard:** 98 keys including 18 function keys. 720 x 480 dot matrix, 24 pin connector with hard disk floppy disk.

SOFTWARE

Software Support: Good. The Commodore market includes a relatively cheap way of building up an installed collection of software titles.

Major Software: None of the major software houses ignore the 640, so it will benefit substantially of good software.

Games: None the least

Graphics: Good with some good bit software to manipulate them. **Memory:** Excellent, plenty of software available, and the software available makes this the machine to choose.

Programs: Very good. For the Atari 640 is currently the best in the software market. In the 80 and 80's the choice of a machine based on its ability to run the 68000 is a key factor in the 68000. The Atari 640 is a key factor in the 68000. The Atari 640 is a key factor in the 68000.

Software Licensing: An incentive of all. The 640 is a key factor in the 68000. The Atari 640 is a key factor in the 68000. The Atari 640 is a key factor in the 68000.

Software Licensing: An incentive of all. The 640 is a key factor in the 68000. The Atari 640 is a key factor in the 68000. The Atari 640 is a key factor in the 68000.

FUTURE

Best Buy Price: \$320

Overall Best Availability: Very common and quiet (4096) seems like the single best 5 1/4 machine. **Maintenance:** One year warranty for Atari 640. Atari 640 is a key factor in the 68000.

COMMODORE AMIGA

Model: Am 500 \$199, \$199, \$199, \$199, \$199

Package: \$199 low/high/4 and

Software: Am 500 \$199, \$199, \$199, \$199, \$199. **Processor:** 10MHz/10MHz. **IO:** Yes. **Keyboard:** 98 keys. **Keyboard:** 98 keys. **Keyboard:** 98 keys.

Recommended Retail Price: 500 \$199, 500 \$199, 500 \$199, 500 \$199, 500 \$199. **Package:** \$199 low/high/4 and \$199. **Processor:** 10MHz/10MHz. **IO:** Yes. **Keyboard:** 98 keys. **Keyboard:** 98 keys.

Performance: 7 MHz 6502 or 68000 speed (internal)

RAM Memory: 3.5 MB - 700K

IN 8088

A 68000 processor without an 8088 or 8088 gives the best choice for the most elegant of game play. The 68000 processor is a key factor in the 68000.

Performance: 7 MHz 6502 or 68000 speed (internal)

RAM Memory: 3.5 MB - 700K

Software Support: Good. The Commodore market includes a relatively cheap way of building up an installed collection of software titles.

SOFTWARE

Resolution: Low res. 320 x 200 medium res. 640 x 400 high res. 640 x 400

Display: 4096

Colors: Black and white or high res. 4 colors. medium res. 8, 4 low res.

IO: Yes

Monitor Output: Yes

Monitor Supplies: No

Graphics: No

Performance: 7 MHz 6502 or 68000 speed (internal)

RAM Memory: 3.5 MB - 700K

SOFTWARE

Software Support: Good. The Commodore market includes a relatively cheap way of building up an installed collection of software titles.

Major Software: None of the major software houses ignore the 640, so it will benefit substantially of good software.

Games: None the least

Graphics: Good with some good bit software to manipulate them. **Memory:** Excellent, plenty of software available, and the software available makes this the machine to choose.

Programs: Very good. For the Atari 640 is currently the best in the software market. In the 80 and 80's the choice of a machine based on its ability to run the 68000 is a key factor in the 68000.

Software Licensing: An incentive of all. The 640 is a key factor in the 68000. The Atari 640 is a key factor in the 68000. The Atari 640 is a key factor in the 68000.

IBM PC

Model: IBM PC, 5150, 5150, 5150, 5150, 5150. **Processor:** 10MHz/10MHz. **IO:** Yes. **Keyboard:** 98 keys. **Keyboard:** 98 keys.

Recommended Retail Price: 500 \$199, 500 \$199, 500 \$199, 500 \$199, 500 \$199. **Package:** \$199 low/high/4 and \$199. **Processor:** 10MHz/10MHz. **IO:** Yes. **Keyboard:** 98 keys. **Keyboard:** 98 keys.

Performance: 7 MHz 6502 or 68000 speed (internal)

RAM Memory: 3.5 MB - 700K

Software Support: Good. The Commodore market includes a relatively cheap way of building up an installed collection of software titles.

Major Software: None of the major software houses ignore the 640, so it will benefit substantially of good software.

Games: None the least

Graphics: Good with some good bit software to manipulate them. **Memory:** Excellent, plenty of software available, and the software available makes this the machine to choose.

Programs: Very good. For the Atari 640 is currently the best in the software market. In the 80 and 80's the choice of a machine based on its ability to run the 68000 is a key factor in the 68000.

most common machines which means they tend to be limited in sound and graphics. Don't buy MSX2 five stars if entertainment is your preferred use for computers (as if you cannot afford the better MSX2 or MSX3 models which are easily obtained for great games playing)

GRAPHICS

The best PGs support a tiled-bit graphics as standard but most don't incorporate the necessary hardware and come with a monitor. There are three main standards, CGA - it tends to still be common unless display EGA shows up the market but clearly worth considering. VGA an IBM-compatible display unit and Hercules monitor. CGA or VGA which are usually only fitted as standard to more expensive machines (Personal PCs/PSs in one category)

Resolution: CGA 640 x 200 (64k RAM or 80k Hercules 100 x 192 VGA 600 x 480)

Refresh: CGA/EGA use 60Hz and 100Hz or 90Hz (60)

Colour: CGA 4 (MSX 16 VGA 64 Hercules 2)

Monitor Output: TS, B/G/GH/GH (MSX) analogue RGB (H/VGA)

Monitor Options: Very Many Most tend to be 10" (MSX) or 12" (EGA or VGA) with some have colour screens or white monochrome displays - there's limited buying.

Speakers: None

Speed: From very slow 80k to very fast 10MHz

SOUND

Speaker Quality: Built-in tend to be very poor. To be fairly common sound boards such as Roland SC-500 and AD 1-2 (25k) with a 2-bit sampling a standard stereo synthetic sound is sound through an amplifier.

MSX3: third party interface used also

Monitor Output: RGB boards, no **Performance:** Not the ideal Machine for the musical item - an Amib or often more for MSX3 the Amiga more for software sound boards.

HARDWARE

MSX Hardware: 1.1/1.5 8000/9000 1.2MHz 32k or 70/80k RAM 104k Price 400 - 1500

Disk Performance: Average When PC memory is 640k-1MB (1MB) A large amount of PC applications software is likely to work, unless you have a 6 and disk.

Keyboard: Almost a warranty

Monitor Output: No

Monitor Options: Yes 12" back

Resolution: EGA

Refresh: 60Hz

Colour: 4 or 16

Speed: Avg

Sound: None

Speaker Quality: Very good

MSX: No

Monitor Output: Yes

Performance: Good/Chester Not much more usual to be found to be better.

HARDWARE

Keyboard: Eight wire pressed

Monitor Output: RGB (MSX) or 16-bit (MSX) or 16-bit (MSX) or 16-bit (MSX)

Resolution: EGA

Refresh: 60Hz

Colour: 4 or 16

Speed: Avg

Speaker Quality: Good/Chester Not much more usual to be found to be better.

HARDWARE

Keyboard: Eight wire pressed

Monitor Output: RGB (MSX) or 16-bit (MSX) or 16-bit (MSX) or 16-bit (MSX)

Resolution: EGA

Refresh: 60Hz

Colour: 4 or 16

Speed: Avg

Speaker Quality: Good/Chester Not much more usual to be found to be better.

HARDWARE

Keyboard: Eight wire pressed

Monitor Output: RGB (MSX) or 16-bit (MSX) or 16-bit (MSX) or 16-bit (MSX)

Resolution: EGA

Refresh: 60Hz

Colour: 4 or 16

Speed: Avg

Speaker Quality: Good/Chester Not much more usual to be found to be better.

CONSOLES

ATARI LYNX

Package: Great. Very nice for portability and software (Atari's own)

Processor: 1.6MHz 64k

Control Memory: 32k

Recommended Retail Price: £79.95 (240k) or £99.95 (512k)

MSX: No

MSX2: No

MSX3: No

Resolution: 640 x 200

Refresh: 60Hz

Colour: 16

Speed: 1.6MHz

Atari's Lynx is an amazing bit of kit. While it's only 100k, the Lynx is doing fine and if the console port is to be believed, it's making it take off in the States. It's most obvious competitor the Game Boy, lacks the LCD display, but makes up for it with smaller size and TV output.

Resolution: 640 x 200

Refresh: 60Hz

Colour: 16

Speed: 1.6MHz

Monitor Output: No

Monitor Options: Yes 12" back

Resolution: EGA

Refresh: 60Hz

Colour: 4 or 16

Speed: Avg

Sound: None

Speaker Quality: Very good

MSX: No

Monitor Output: Yes

Performance: Good/Chester Not much more usual to be found to be better.

HARDWARE

Keyboard: Eight wire pressed

Monitor Output: RGB (MSX) or 16-bit (MSX) or 16-bit (MSX) or 16-bit (MSX)

Resolution: EGA

Refresh: 60Hz

Colour: 4 or 16

Speed: Avg

Speaker Quality: Good/Chester Not much more usual to be found to be better.

HARDWARE

Keyboard: Eight wire pressed

Monitor Output: RGB (MSX) or 16-bit (MSX) or 16-bit (MSX) or 16-bit (MSX)

Resolution: EGA

Refresh: 60Hz

Colour: 4 or 16

Speed: Avg

Speaker Quality: Good/Chester Not much more usual to be found to be better.

HARDWARE

Keyboard: Eight wire pressed

Monitor Output: RGB (MSX) or 16-bit (MSX) or 16-bit (MSX) or 16-bit (MSX)

Resolution: EGA

Refresh: 60Hz

Colour: 4 or 16

Speed: Avg

Speaker Quality: Good/Chester Not much more usual to be found to be better.

Monitor Output: No

Monitor Options: Yes 12" back

Resolution: EGA

Refresh: 60Hz

Colour: 4 or 16

Speed: Avg

Sound: None

Speaker Quality: Very good

MSX: No

Monitor Output: Yes

Performance: Good/Chester Not much more usual to be found to be better.

HARDWARE

Keyboard: Eight wire pressed

Monitor Output: RGB (MSX) or 16-bit (MSX) or 16-bit (MSX) or 16-bit (MSX)

Resolution: EGA

Refresh: 60Hz

Colour: 4 or 16

Speed: Avg

Speaker Quality: Good/Chester Not much more usual to be found to be better.

HARDWARE

Keyboard: Eight wire pressed

Monitor Output: RGB (MSX) or 16-bit (MSX) or 16-bit (MSX) or 16-bit (MSX)

Resolution: EGA

Refresh: 60Hz

Colour: 4 or 16

Speed: Avg

Speaker Quality: Good/Chester Not much more usual to be found to be better.

NINTENDO SUPER FAMICOM

Package: Excellent with controller and Super Game Boy. Recommended Retail Price: £129.95

Processor: 1.33MHz 64k

Control Memory: 32k

Recommended Retail Price: £65 (64k) £100 (128k)

Control: Localiser.

IN BRIEF

With the weight of all successful Nintendo titles behind it, the Famicom can hardly fail. Although not hugely popular in the UK, the games that it plays - usually the finished state of most (perhaps with a few help outs from the UK) - are well known and well loved. The Super Famicom's numerous game packs will be fairly soon available.

GRAPHICS

Resolution: 512 x 512

Refresh: 60Hz

Colour: 256

MSX: No

Monitor Output: Yes

Monitor Options: MSX, S-VIDEO

Speed: 1.33MHz

Sound: Approximate

Speaker Quality: On-board or external

MSX: No

Monitor Output: Yes

Performance: Excellent system. No MSX compatibility.

HARDWARE

Keyboard: 8-wire

IN BRIEF
Designed by the man behind the

Price: One big expansion pack!

SOFTWARE

Model 100 10

Cartidge Memory 16 kb

Labeling Software Book Small Current releases, one available more advanced
Programs how can a full book order come in the software before it was launched

BUYERS

Best Buy Price: Buy (most)
Second Hand Available: None at all

Hardware: Take care you reports and early under warranty

SEGA RATINGS

Graphs 4.0/4.0

Sound 4.0/4.0

Expansion 4.0/4.0

Overall 4.0/4.0

SEGA GAMEGEAR

Package: Gamegear with
Processor: 1.0 MHz 2800
Graphic Memory: 8K RAM 64
Video RAM
Recommended Retail Price:
129.95
Specialist: Sega (01) 702 8874

IN BRIEF

Commodore 64C to be the the Gamegear was going to be the Nintendo answer in the battle of

the colour battlefields. But times just move rapidly and you have changed. The Lynx is technically superior machine with some fine game available for it. Switched to price (about £100) it's a more interesting proposition than American consumers. In the Computer 2 World by the close of its legs and the potential to have the software is possible to do a (PDA) chapter. Current 100 is current alternative but at the moment, it's probably a game

GRAPHICS

Resolution: 128 x 128

Colors: 4096

Formats: 16

For the

Monitor Output: 640

Monitor Output: Yes, 3.2" back

8" Color: 4096

Monitor Options: None

System: Not known

Speed: 4096

Speaker Quality: Good

MSX: No

Screen Output: Yes

Performance: Three channel PDA sound channels a nice choice!

HARDWARE

Options: 1 1/2" floppy
Ports: Cartridge port, multi player port, mod chip's status headlights port, 10 button port

SOFTWARE

Price: Around £20
Cartidge Memory: Not known
Labeling Software: None found
Current Available: Price about £100 for the machine
Prospect: Very good

BUYERS

Best Buy Price: £200
Second Hand Available: None at all
Hardware: One year's guarantee

SEGA RATINGS

Graphs 4.0/4.0

Sound 4.0/4.0

Expansion 4.0/4.0

Overall 4.0/4.0

SEGA MEGADRIVE

Package: Cartridge slot, cartridge and video Monitor or Monitorless
Processor: 1 MHz 68000 x 280
Graphic Memory: 128K max 128K
Video RAM
Recommended Retail Price:
249.95
Current: Virgin/Mastertronic 807
200 880

IN BRIEF

Excellent example of the new 16 bit console technology. The first doesn't. Most console in console will not support the UK.

GRAPHICS

Resolution: 320 x 224

Colors: 16

Formats: 16

For the

Monitor Output: 640

Monitor Output: Yes, 10"

Color: 4096

Speed: 4096

Speaker Quality: 64

MSX: No

Screen Output: No

Performance: 12 channel stereo

sound produced by custom 16 bit chip and stereo format

HARDWARE

Options: Dedicated controller required

SOFTWARE

Price: £30.00 (usually £25)

Cartidge Memory: Not known

Labeling Software: None found

Current Releases: 100

Prospect: Very good

BUYERS

Best Buy Price: £200

Second Hand Available: Some companies

like Virgin/Commodore do not

Mastertronic (the price on UK

market)

SEGA RATINGS

Graphs 4.0/4.0

Sound 4.0/4.0

Expansion 4.0/4.0

Overall 4.0/4.0

SOFT EXCHANGE

OFFERS YOU THE BEST IN QUALITY, SERVICE AND PRICE. WE WILL BEAT ANY ADVERTISED PRICE IN THIS MAGAZINE. ALL OUR DISKETTES ARE OF HIGH QUALITY JAPANESE MEDIA.

Probably the best value of 16 bit software in UK
1 - DISK 100% content and 1 box

16	24.95	1.00	25.95	
16	24.95	1.00	25.95	Shay (60) 40 disk
16	24.95	1.00	25.95	
16	24.95	1.00	25.95	
16	24.95	1.00	25.95	
16	24.95	1.00	25.95	

£38.99

SPECIAL OFFERS

16	24.95	1.00	25.95	
16	24.95	1.00	25.95	
16	24.95	1.00	25.95	
16	24.95	1.00	25.95	

ACCESSORIES

16	24.95	1.00	25.95	
16	24.95	1.00	25.95	
16	24.95	1.00	25.95	
16	24.95	1.00	25.95	
16	24.95	1.00	25.95	
16	24.95	1.00	25.95	

All prices include VAT just adding in UK. Delivery extra please note of delivery. Goods placed into a softbox if made possible to
SOFT EXCHANGE, 88A CLIFFTON ROAD, NORTH NORWOOD LONDON SE20 6DA TEL: 081 851 9991 (24 hours order line)
A new/like computer - all about extra close to 10% in price
and/or a real order placed at our competitive price

Strategic Plus Software



Might and Magic III
Isles of Terra

available on IBM & Amiga for IBM PC coming for Design

HARPOON Battlecarts

#1 "North Atlantic Convoy" IBM & Amiga
#2 "The MED Conflict" IBM
Harpoon Scenario editor IBM & Amiga

Flight Simulations - Sports Simulations
Strategy - Role Playing - WordGames
Adventures - Sci-Fi Adventures
for IBM and COMPATIBLES - AMIGA - ADAM ST - GB
we IMPORT the LATEST U.S.A. RELEASES

VISIT our SHOP in Hampton Hill
or send £3.50 for our EXTENSIVE CATALOGUE
Mail Order and Overseas Inquiries welcome
Phone 061 977 8068 Fax 061 977 4822
28-28B The Courtyard High Street, Hampton Hill, Middx TW9 1

VIZ

TRADE

COMPANY LIMITED

Printed in America Charles Ave
 Westbury Park, Burgess Hill
 West Sussex BN18 3JZ

Office Sales Office
 0444 249999

All VIZ titles for sale here may well be changed in publication date - we apologise for inconvenience. All prices are subject to change without notice. All material is copyright subject to availability. Reservations appreciated. VAT is 0% on most titles. VAT is extra on gifts. Orders sent by post, E-B or CD

CD ROMS

Televiz US Atlas	£59.99
Televiz Comics Party 1	£29.99
Televiz Comics Party 2	£29.99
Televiz World Atlas X2	£89.99
Televiz Atlas Book	£59.99
Televiz	£79.99
Televiz Reference & Entry	£59.99
Televiz History	£89.99
US History	£39.99
Televiz Encyclopedia	£29.99
The Atlas Edition	£449.00

'WYSIWYP'

What you see is what you get! No hidden extras, no memberships, No V.A.T. or delivery to add.

PC Titles

40 Spoken Beings	£20.99
40 Spoken Drawing	£20.99
ATP	£10.99
Battle of Power 1790	£19.99
Blue Angels	£15.99
Blue Man	£24.99
Coman Sandwich
- Whomans World	£24.99
- Whomans Time	£24.99
- Whomans USA	£24.99
- Whomans Europe	£24.99
Comics	£24.99
Crash Images A & B Combo	£24.99
On a Boat	£21.99
Discovery Dictionary (D-End)	£29.99
Eyes	£20.99
Eyes of the beholder	£21.99
F 1 & Combat Plan	£20.99
F18	£19.99
Flight/Atm Enclosure	£29.99
Flight Simulator 4	£24.99
Foot & Hand	£24.99
Global Databases (Course Book)	£21.99
Harvard 0	£21.99
Heart for Best Gopher	£21.99
Hot Millions (Course Book)	£16.99
- Cheating Courses of SP	£9.99
- Golf Practice	£10.99
Just Another Elemental Golf	£20.99
Justifier 3	£20.99
John Madden's NFL Football	£19.99
Kayak Mountain	£24.99
Keel 0	£17.99
Kitty Quest 1	£29.99
Knights of Legend	£21.99
Latin/Collo (Basketball)	£20.99
Learnings	£23.99
L. Sailed Corp 1	£19.99
L. Sailed Corp 2	£20.99
L. Sailed Corp 3	£20.99
Lisa & Death	£19.99
Lisa & Death 2	£21.99

PC Titles

Links	£27.99
- Evictions	£12.99
- Survival	£12.99
- Day 18	New £12.99
Special Offer links
- Three Courses	£61.99
977 Test Platform	£27.99
Intero Andrews's Beating	£20.99
Intero Dreams	£24.99
Intero Postcard	£24.99
Intero 20	£21.99
Intero's EUS Network	£24.99
Intero's	£20.99
PGA Tour Golf	£21.99
Pipe Dream (Plymouth)	£21.99
Savage Express	£20.99
Search of Monkey Island	£20.99
Self Service	£25.99
Selfy	£18.99
Selfy 2	£22.99
Selfy Quest 1	£29.99
Selfy Quest 2	£29.99
Selfy Quest 3	£29.99
Selfy Quest 4	£29.99
Selfy Quest 5	£29.99
Selfy Quest 6	£29.99
Selfy Quest 7	£29.99
Selfy Quest 8	£29.99
Selfy Quest 9	£29.99
Selfy Quest 10	£29.99
Selfy Quest 11	£29.99
Selfy Quest 12	£29.99
Selfy Quest 13	£29.99
Selfy Quest 14	£29.99
Selfy Quest 15	£29.99
Selfy Quest 16	£29.99
Selfy Quest 17	£29.99
Selfy Quest 18	£29.99
Selfy Quest 19	£29.99
Selfy Quest 20	£29.99
Selfy Quest 21	£29.99
Selfy Quest 22	£29.99
Selfy Quest 23	£29.99
Selfy Quest 24	£29.99
Selfy Quest 25	£29.99
Selfy Quest 26	£29.99
Selfy Quest 27	£29.99
Selfy Quest 28	£29.99
Selfy Quest 29	£29.99
Selfy Quest 30	£29.99
Selfy Quest 31	£29.99
Selfy Quest 32	£29.99
Selfy Quest 33	£29.99
Selfy Quest 34	£29.99
Selfy Quest 35	£29.99
Selfy Quest 36	£29.99
Selfy Quest 37	£29.99
Selfy Quest 38	£29.99
Selfy Quest 39	£29.99
Selfy Quest 40	£29.99
Selfy Quest 41	£29.99
Selfy Quest 42	£29.99
Selfy Quest 43	£29.99
Selfy Quest 44	£29.99
Selfy Quest 45	£29.99
Selfy Quest 46	£29.99
Selfy Quest 47	£29.99
Selfy Quest 48	£29.99
Selfy Quest 49	£29.99
Selfy Quest 50	£29.99
Selfy Quest 51	£29.99
Selfy Quest 52	£29.99
Selfy Quest 53	£29.99
Selfy Quest 54	£29.99
Selfy Quest 55	£29.99
Selfy Quest 56	£29.99
Selfy Quest 57	£29.99
Selfy Quest 58	£29.99
Selfy Quest 59	£29.99
Selfy Quest 60	£29.99
Selfy Quest 61	£29.99
Selfy Quest 62	£29.99
Selfy Quest 63	£29.99
Selfy Quest 64	£29.99
Selfy Quest 65	£29.99
Selfy Quest 66	£29.99
Selfy Quest 67	£29.99
Selfy Quest 68	£29.99
Selfy Quest 69	£29.99
Selfy Quest 70	£29.99
Selfy Quest 71	£29.99
Selfy Quest 72	£29.99
Selfy Quest 73	£29.99
Selfy Quest 74	£29.99
Selfy Quest 75	£29.99
Selfy Quest 76	£29.99
Selfy Quest 77	£29.99
Selfy Quest 78	£29.99
Selfy Quest 79	£29.99
Selfy Quest 80	£29.99
Selfy Quest 81	£29.99
Selfy Quest 82	£29.99
Selfy Quest 83	£29.99
Selfy Quest 84	£29.99
Selfy Quest 85	£29.99
Selfy Quest 86	£29.99
Selfy Quest 87	£29.99
Selfy Quest 88	£29.99
Selfy Quest 89	£29.99
Selfy Quest 90	£29.99
Selfy Quest 91	£29.99
Selfy Quest 92	£29.99
Selfy Quest 93	£29.99
Selfy Quest 94	£29.99
Selfy Quest 95	£29.99
Selfy Quest 96	£29.99
Selfy Quest 97	£29.99
Selfy Quest 98	£29.99
Selfy Quest 99	£29.99
Selfy Quest 100	£29.99
Selfy Quest 101	£29.99
Selfy Quest 102	£29.99
Selfy Quest 103	£29.99
Selfy Quest 104	£29.99
Selfy Quest 105	£29.99
Selfy Quest 106	£29.99
Selfy Quest 107	£29.99
Selfy Quest 108	£29.99
Selfy Quest 109	£29.99
Selfy Quest 110	£29.99
Selfy Quest 111	£29.99
Selfy Quest 112	£29.99
Selfy Quest 113	£29.99
Selfy Quest 114	£29.99
Selfy Quest 115	£29.99
Selfy Quest 116	£29.99
Selfy Quest 117	£29.99
Selfy Quest 118	£29.99
Selfy Quest 119	£29.99
Selfy Quest 120	£29.99
Selfy Quest 121	£29.99
Selfy Quest 122	£29.99
Selfy Quest 123	£29.99
Selfy Quest 124	£29.99
Selfy Quest 125	£29.99
Selfy Quest 126	£29.99
Selfy Quest 127	£29.99
Selfy Quest 128	£29.99
Selfy Quest 129	£29.99
Selfy Quest 130	£29.99
Selfy Quest 131	£29.99
Selfy Quest 132	£29.99
Selfy Quest 133	£29.99
Selfy Quest 134	£29.99
Selfy Quest 135	£29.99
Selfy Quest 136	£29.99
Selfy Quest 137	£29.99
Selfy Quest 138	£29.99
Selfy Quest 139	£29.99
Selfy Quest 140	£29.99
Selfy Quest 141	£29.99
Selfy Quest 142	£29.99
Selfy Quest 143	£29.99
Selfy Quest 144	£29.99
Selfy Quest 145	£29.99
Selfy Quest 146	£29.99
Selfy Quest 147	£29.99
Selfy Quest 148	£29.99
Selfy Quest 149	£29.99
Selfy Quest 150	£29.99
Selfy Quest 151	£29.99
Selfy Quest 152	£29.99
Selfy Quest 153	£29.99
Selfy Quest 154	£29.99
Selfy Quest 155	£29.99
Selfy Quest 156	£29.99
Selfy Quest 157	£29.99
Selfy Quest 158	£29.99
Selfy Quest 159	£29.99
Selfy Quest 160	£29.99
Selfy Quest 161	£29.99
Selfy Quest 162	£29.99
Selfy Quest 163	£29.99
Selfy Quest 164	£29.99
Selfy Quest 165	£29.99
Selfy Quest 166	£29.99
Selfy Quest 167	£29.99
Selfy Quest 168	£29.99
Selfy Quest 169	£29.99
Selfy Quest 170	£29.99
Selfy Quest 171	£29.99
Selfy Quest 172	£29.99
Selfy Quest 173	£29.99
Selfy Quest 174	£29.99
Selfy Quest 175	£29.99
Selfy Quest 176	£29.99
Selfy Quest 177	£29.99
Selfy Quest 178	£29.99
Selfy Quest 179	£29.99
Selfy Quest 180	£29.99
Selfy Quest 181	£29.99
Selfy Quest 182	£29.99
Selfy Quest 183	£29.99
Selfy Quest 184	£29.99
Selfy Quest 185	£29.99
Selfy Quest 186	£29.99
Selfy Quest 187	£29.99
Selfy Quest 188	£29.99
Selfy Quest 189	£29.99
Selfy Quest 190	£29.99
Selfy Quest 191	£29.99
Selfy Quest 192	£29.99
Selfy Quest 193	£29.99
Selfy Quest 194	£29.99
Selfy Quest 195	£29.99
Selfy Quest 196	£29.99
Selfy Quest 197	£29.99
Selfy Quest 198	£29.99
Selfy Quest 199	£29.99
Selfy Quest 200	£29.99

► If you don't see what you want - call us 4

PERIPHERALS

Motion Titles	£69.99
Movie Panels	£39.99
Ball Squares for
Jeopardy CD ROM	£24.99
Trivial Pursuit	£29.99
Trivial	£79.99
Trivial	£79.99
Trivial PC 2 Version with Party Board	£89.99
Trivial Computer Game CD-ROM (4.77, 3.5MB)	£39.99
Trivial Computer Game CD-ROM (4.77, 3.5MB)	£49.99
At 16 About Quiz	£39.99
At 16 Quiz Card (Standard)	£39.99
Computer V1 (CD-ROM)	£149.99
Computer V1 (CD-ROM)	£129.99
Super V1	£149.99
Super V2	£129.99
Super V3	£129.99
Super V4	£129.99
Super V5	£129.99
Super V6	£129.99
Super V7	£129.99
Super V8	£129.99
Super V9	£129.99
Super V10	£129.99
Super V11	£129.99
Super V12	£129.99
Super V13	£129.99
Super V14	£129.99
Super V15	£129.99
Super V16	£129.99
Super V17	£129.99
Super V18	£129.99
Super V19	£129.99
Super V20	£129.99
Super V21	£129.99
Super V22	£129.99
Super V23	£129.99
Super V24	£129.99
Super V25	£129.99
Super V26	£129.99
Super V27	£129.99
Super V28	£129.99
Super V29	£129.99
Super V30	£129.99

All registered trademarks acknowledged to the property of their owners.

VIZ

Order direct to VIZ Trade Co. Ltd., Priority
 House, Milling Park, Burgess Hill, West
 Sussex, BN18 3PD

Please send me the products listed below:

Shipping for items by cheque Credit Visa

Card No.

Expiry date / Signed

Products required:

Name:

Address:

Postcode:

From your VIZ order Tel. No.

Select your disk size: 3.5" 5.25"

Call for full details and availability on Arriva, Mar, ST and C&D



RING TELESALES ON (0444) 239999 or FAX (0444) 248996



EAGLE SOFTWARE

118a Palmers Road
New Southgate
London N11 1SL
Tel: 081-361 2733
Fax: 081-361 2734



BUDGET WIRELESS LAMBER 210

210 Pack	27.00	27.00	Anti X Beam	28.00	28.00
1 Sheet	26.00	26.00	Carriage	25.00	25.00
2 Sheets	25.00	25.00	Construction Paper	24.00	24.00
3 Sheets	24.00	24.00	Curry Card	23.00	23.00
4 Sheets	23.00	23.00	Handy Pad	22.00	22.00
5 Sheets	22.00	22.00	Handy Pad	21.00	21.00
6 Sheets	21.00	21.00	Handy Pad	20.00	20.00
7 Sheets	20.00	20.00	Handy Pad	19.00	19.00
8 Sheets	19.00	19.00	Handy Pad	18.00	18.00
9 Sheets	18.00	18.00	Handy Pad	17.00	17.00
10 Sheets	17.00	17.00	Handy Pad	16.00	16.00
11 Sheets	16.00	16.00	Handy Pad	15.00	15.00
12 Sheets	15.00	15.00	Handy Pad	14.00	14.00
13 Sheets	14.00	14.00	Handy Pad	13.00	13.00
14 Sheets	13.00	13.00	Handy Pad	12.00	12.00
15 Sheets	12.00	12.00	Handy Pad	11.00	11.00
16 Sheets	11.00	11.00	Handy Pad	10.00	10.00
17 Sheets	10.00	10.00	Handy Pad	9.00	9.00
18 Sheets	9.00	9.00	Handy Pad	8.00	8.00
19 Sheets	8.00	8.00	Handy Pad	7.00	7.00
20 Sheets	7.00	7.00	Handy Pad	6.00	6.00
21 Sheets	6.00	6.00	Handy Pad	5.00	5.00
22 Sheets	5.00	5.00	Handy Pad	4.00	4.00
23 Sheets	4.00	4.00	Handy Pad	3.00	3.00
24 Sheets	3.00	3.00	Handy Pad	2.00	2.00
25 Sheets	2.00	2.00	Handy Pad	1.00	1.00
26 Sheets	1.00	1.00	Handy Pad	0.00	0.00
27 Sheets	0.00	0.00	Handy Pad	0.00	0.00
28 Sheets	0.00	0.00	Handy Pad	0.00	0.00
29 Sheets	0.00	0.00	Handy Pad	0.00	0.00
30 Sheets	0.00	0.00	Handy Pad	0.00	0.00

100 Sheets	27.00	27.00	100 Sheets	27.00	27.00
100 Sheets	26.00	26.00	100 Sheets	26.00	26.00
100 Sheets	25.00	25.00	100 Sheets	25.00	25.00
100 Sheets	24.00	24.00	100 Sheets	24.00	24.00
100 Sheets	23.00	23.00	100 Sheets	23.00	23.00
100 Sheets	22.00	22.00	100 Sheets	22.00	22.00
100 Sheets	21.00	21.00	100 Sheets	21.00	21.00
100 Sheets	20.00	20.00	100 Sheets	20.00	20.00
100 Sheets	19.00	19.00	100 Sheets	19.00	19.00
100 Sheets	18.00	18.00	100 Sheets	18.00	18.00
100 Sheets	17.00	17.00	100 Sheets	17.00	17.00
100 Sheets	16.00	16.00	100 Sheets	16.00	16.00
100 Sheets	15.00	15.00	100 Sheets	15.00	15.00
100 Sheets	14.00	14.00	100 Sheets	14.00	14.00
100 Sheets	13.00	13.00	100 Sheets	13.00	13.00
100 Sheets	12.00	12.00	100 Sheets	12.00	12.00
100 Sheets	11.00	11.00	100 Sheets	11.00	11.00
100 Sheets	10.00	10.00	100 Sheets	10.00	10.00
100 Sheets	9.00	9.00	100 Sheets	9.00	9.00
100 Sheets	8.00	8.00	100 Sheets	8.00	8.00
100 Sheets	7.00	7.00	100 Sheets	7.00	7.00
100 Sheets	6.00	6.00	100 Sheets	6.00	6.00
100 Sheets	5.00	5.00	100 Sheets	5.00	5.00
100 Sheets	4.00	4.00	100 Sheets	4.00	4.00
100 Sheets	3.00	3.00	100 Sheets	3.00	3.00
100 Sheets	2.00	2.00	100 Sheets	2.00	2.00
100 Sheets	1.00	1.00	100 Sheets	1.00	1.00
100 Sheets	0.00	0.00	100 Sheets	0.00	0.00

100 Sheets 100 Sheets 100 Sheets 100 Sheets 100 Sheets 100 Sheets 100 Sheets	100 Sheets 100 Sheets 100 Sheets 100 Sheets 100 Sheets 100 Sheets 100 Sheets	100 Sheets 100 Sheets 100 Sheets 100 Sheets 100 Sheets 100 Sheets 100 Sheets	100 Sheets 100 Sheets 100 Sheets 100 Sheets 100 Sheets 100 Sheets 100 Sheets
100 Sheets 100 Sheets 100 Sheets 100 Sheets 100 Sheets 100 Sheets 100 Sheets	100 Sheets 100 Sheets 100 Sheets 100 Sheets 100 Sheets 100 Sheets 100 Sheets	100 Sheets 100 Sheets 100 Sheets 100 Sheets 100 Sheets 100 Sheets 100 Sheets	100 Sheets 100 Sheets 100 Sheets 100 Sheets 100 Sheets 100 Sheets 100 Sheets
100 Sheets 100 Sheets 100 Sheets 100 Sheets 100 Sheets 100 Sheets 100 Sheets	100 Sheets 100 Sheets 100 Sheets 100 Sheets 100 Sheets 100 Sheets 100 Sheets	100 Sheets 100 Sheets 100 Sheets 100 Sheets 100 Sheets 100 Sheets 100 Sheets	100 Sheets 100 Sheets 100 Sheets 100 Sheets 100 Sheets 100 Sheets 100 Sheets
100 Sheets 100 Sheets 100 Sheets 100 Sheets 100 Sheets 100 Sheets 100 Sheets	100 Sheets 100 Sheets 100 Sheets 100 Sheets 100 Sheets 100 Sheets 100 Sheets	100 Sheets 100 Sheets 100 Sheets 100 Sheets 100 Sheets 100 Sheets 100 Sheets	100 Sheets 100 Sheets 100 Sheets 100 Sheets 100 Sheets 100 Sheets 100 Sheets

Please make cheques and P.O. payments to Eagle Software. P.O. is not valid in the U.K. Orders under £500 and the P.O. and bank orders should be £10 per item. Cheques and P.O. £20 per item. If the cheque is not cashed please phone for price.

Computer _____	Date _____	Postcode _____	Tel. _____
File _____	Price _____	Card No. _____	
	Price _____	Exp Date _____	
	Price _____	Account <input type="checkbox"/> Visa <input type="checkbox"/> Cheque <input type="checkbox"/> P.O.'s <input type="checkbox"/>	
	Total _____		

11 Mail Order only

SEGA MEGADRIVE



If there was a war, it would be with regard to the increasingly popular video game console. Whether you're using an 8-bit console or the more powerful 16-bit console, the Sega Megadrive is a force to be reckoned with.

The Sega Megadrive is a 16-bit console that can play all the Sega Megadrive games. It has a built-in cartridge slot and a built-in video output. It also has a built-in audio output. It is a very popular console and is one of the best-selling consoles in the world.

The Sega Megadrive is a 16-bit console that can play all the Sega Megadrive games. It has a built-in cartridge slot and a built-in video output. It also has a built-in audio output. It is a very popular console and is one of the best-selling consoles in the world.

IBM PC



The IBM PC is a personal computer that was developed by International Business Machines Corporation (IBM). It was the first widely available personal computer and it set the standard for all other personal computers.

The IBM PC is a personal computer that was developed by International Business Machines Corporation (IBM). It was the first widely available personal computer and it set the standard for all other personal computers.

The IBM PC is a personal computer that was developed by International Business Machines Corporation (IBM). It was the first widely available personal computer and it set the standard for all other personal computers.

The IBM PC is a personal computer that was developed by International Business Machines Corporation (IBM). It was the first widely available personal computer and it set the standard for all other personal computers.

with the software that there's a lot of software out there. It's a lot of software out there.

The IBM PC is a personal computer that was developed by International Business Machines Corporation (IBM). It was the first widely available personal computer and it set the standard for all other personal computers.

The IBM PC is a personal computer that was developed by International Business Machines Corporation (IBM). It was the first widely available personal computer and it set the standard for all other personal computers.

The IBM PC is a personal computer that was developed by International Business Machines Corporation (IBM). It was the first widely available personal computer and it set the standard for all other personal computers.

The IBM PC is a personal computer that was developed by International Business Machines Corporation (IBM). It was the first widely available personal computer and it set the standard for all other personal computers.

The IBM PC is a personal computer that was developed by International Business Machines Corporation (IBM). It was the first widely available personal computer and it set the standard for all other personal computers.

The IBM PC is a personal computer that was developed by International Business Machines Corporation (IBM). It was the first widely available personal computer and it set the standard for all other personal computers.

The IBM PC is a personal computer that was developed by International Business Machines Corporation (IBM). It was the first widely available personal computer and it set the standard for all other personal computers.

The IBM PC is a personal computer that was developed by International Business Machines Corporation (IBM). It was the first widely available personal computer and it set the standard for all other personal computers.

The IBM PC is a personal computer that was developed by International Business Machines Corporation (IBM). It was the first widely available personal computer and it set the standard for all other personal computers.

The IBM PC is a personal computer that was developed by International Business Machines Corporation (IBM). It was the first widely available personal computer and it set the standard for all other personal computers.

The IBM PC is a personal computer that was developed by International Business Machines Corporation (IBM). It was the first widely available personal computer and it set the standard for all other personal computers.

The IBM PC is a personal computer that was developed by International Business Machines Corporation (IBM). It was the first widely available personal computer and it set the standard for all other personal computers.

The IBM PC is a personal computer that was developed by International Business Machines Corporation (IBM). It was the first widely available personal computer and it set the standard for all other personal computers.

DIRECT LINE

To YOUR micro...

Monthly machine specific columns for the users of the seven most popular machines, written from a personal viewpoint by other users...

control of Mober. Mober is a lot of fun to use and it's a lot of fun to use. It's a lot of fun to use and it's a lot of fun to use. It's a lot of fun to use and it's a lot of fun to use.

The IBM PC is a personal computer that was developed by International Business Machines Corporation (IBM). It was the first widely available personal computer and it set the standard for all other personal computers.

The IBM PC is a personal computer that was developed by International Business Machines Corporation (IBM). It was the first widely available personal computer and it set the standard for all other personal computers.

The IBM PC is a personal computer that was developed by International Business Machines Corporation (IBM). It was the first widely available personal computer and it set the standard for all other personal computers.

The IBM PC is a personal computer that was developed by International Business Machines Corporation (IBM). It was the first widely available personal computer and it set the standard for all other personal computers.

The IBM PC is a personal computer that was developed by International Business Machines Corporation (IBM). It was the first widely available personal computer and it set the standard for all other personal computers.

- 20 -

AMIGA



Discounters are also available (about \$400) with 100K of hard-drive capacity. Considering the fact that 100K is standard in other 16-bit PCs, it's worth the extra money to get a hard drive with the Amiga graph capability. It's not overpriced.

Being oriented in the music market, one of Amiga's best pieces of software is the Sequencer. Offering 16-bit synthesis, it provides the MIDI notation look from some 16-bit sequencers. The new high-tier "multi-key" feature is the major draw of a 160-250 Hz. chip and 44Khz sampling rate (about 10Khz less) of this multiprogram sequencer. Available online, it also does 16-bit stereo output locally. For a start-up sequencer without all the features, consider one of the 16-bit sequencers. Some feature polyphony, 16-bit resolution and features like "buses" or "mixers." Both start a lot of music in a matter of minutes.

Hardware: Lightwave 3D hardware package

It's possible, even if special effects, including being top-down. Plus, there are many more sophisticated (and/or simple) ways to use this software. Considering it's available, we're giving... portable systems with similar features. And, hardware (and software) will be available. After all, you know what you're getting. They're portable and easy to use.

You can also find... (0-20) 54-200-1144. **Note:** Don't forget you can get the Lightwave 3D... that we've seen.

Screen... (0-20) 54-200-1144. Screen has had to speed... (0-20) 54-200-1144. Screen has had to speed... (0-20) 54-200-1144. Screen has had to speed...

The... (0-20) 54-200-1144. The... (0-20) 54-200-1144. The... (0-20) 54-200-1144. The... (0-20) 54-200-1144. The... (0-20) 54-200-1144.

To make you feel great... (0-20) 54-200-1144. To make you feel great... (0-20) 54-200-1144. To make you feel great... (0-20) 54-200-1144. To make you feel great... (0-20) 54-200-1144.

ATARI ST



John's Omega... (0-20) 54-200-1144. John's Omega... (0-20) 54-200-1144. John's Omega... (0-20) 54-200-1144. John's Omega... (0-20) 54-200-1144.

The... (0-20) 54-200-1144. The... (0-20) 54-200-1144. The... (0-20) 54-200-1144. The... (0-20) 54-200-1144. The... (0-20) 54-200-1144.

Good news... (0-20) 54-200-1144. Good news... (0-20) 54-200-1144. Good news... (0-20) 54-200-1144. Good news... (0-20) 54-200-1144.

New... (0-20) 54-200-1144. New... (0-20) 54-200-1144. New... (0-20) 54-200-1144. New... (0-20) 54-200-1144. New... (0-20) 54-200-1144.

Control... (0-20) 54-200-1144. Control... (0-20) 54-200-1144. Control... (0-20) 54-200-1144. Control... (0-20) 54-200-1144.

A... (0-20) 54-200-1144. A... (0-20) 54-200-1144. A... (0-20) 54-200-1144. A... (0-20) 54-200-1144. A... (0-20) 54-200-1144.

... (0-20) 54-200-1144. ... (0-20) 54-200-1144. ... (0-20) 54-200-1144. ... (0-20) 54-200-1144. ... (0-20) 54-200-1144.

In... (0-20) 54-200-1144. In... (0-20) 54-200-1144. In... (0-20) 54-200-1144. In... (0-20) 54-200-1144. In... (0-20) 54-200-1144.

For... (0-20) 54-200-1144. For... (0-20) 54-200-1144. For... (0-20) 54-200-1144. For... (0-20) 54-200-1144. For... (0-20) 54-200-1144.

... (0-20) 54-200-1144. ... (0-20) 54-200-1144. ... (0-20) 54-200-1144. ... (0-20) 54-200-1144. ... (0-20) 54-200-1144.

... (0-20) 54-200-1144.

... (0-20) 54-200-1144. ... (0-20) 54-200-1144. ... (0-20) 54-200-1144. ... (0-20) 54-200-1144. ... (0-20) 54-200-1144.

... (0-20) 54-200-1144. ... (0-20) 54-200-1144. ... (0-20) 54-200-1144. ... (0-20) 54-200-1144. ... (0-20) 54-200-1144.

... (0-20) 54-200-1144. ... (0-20) 54-200-1144. ... (0-20) 54-200-1144. ... (0-20) 54-200-1144. ... (0-20) 54-200-1144.

... (0-20) 54-200-1144. ... (0-20) 54-200-1144. ... (0-20) 54-200-1144. ... (0-20) 54-200-1144. ... (0-20) 54-200-1144.

... (0-20) 54-200-1144. ... (0-20) 54-200-1144. ... (0-20) 54-200-1144. ... (0-20) 54-200-1144. ... (0-20) 54-200-1144.

... (0-20) 54-200-1144.

... (0-20) 54-200-1144. ... (0-20) 54-200-1144. ... (0-20) 54-200-1144. ... (0-20) 54-200-1144. ... (0-20) 54-200-1144.

... (0-20) 54-200-1144. ... (0-20) 54-200-1144. ... (0-20) 54-200-1144. ... (0-20) 54-200-1144. ... (0-20) 54-200-1144.

... (0-20) 54-200-1144. ... (0-20) 54-200-1144. ... (0-20) 54-200-1144. ... (0-20) 54-200-1144. ... (0-20) 54-200-1144.

... (0-20) 54-200-1144. ... (0-20) 54-200-1144. ... (0-20) 54-200-1144. ... (0-20) 54-200-1144. ... (0-20) 54-200-1144.

... (0-20) 54-200-1144. ... (0-20) 54-200-1144. ... (0-20) 54-200-1144. ... (0-20) 54-200-1144. ... (0-20) 54-200-1144.

... (0-20) 54-200-1144. ... (0-20) 54-200-1144. ... (0-20) 54-200-1144. ... (0-20) 54-200-1144. ... (0-20) 54-200-1144.

... (0-20) 54-200-1144.

ADDRESS/PHONE
3888 MIDLAND
0733 261230

MEGA MIX

ALL ITEMS
SENT BY FIRST
CLASS POST

(Dept ACE 3), 40 Ashden Walk, Tonbridge Kent TN11 3RL
WE WILL BEAT ANY PRICE IN THE MARKET THAT IS LOWER THAN OURS BY 2%



PENCE PROMISE

MEGA MIX SERVICE
FOR MEGA MIX OFFERS!
CALL 0733 261230
OR VISIT US ONLINE
Please Note: Orders are subject to stock

NINTENDO GAMEBOY
NINTENDO GAMEBOY £14.95
40 NINTENDO GAMEBOY GAMES
WORTH £149.00 NOW ONLY £14.95
EACH NINTENDO GAME
FROM ONLY 7 PENCE EACH

SUPER FAMICOM
SUPER FAMICOM £14.95
40 SUPER FAMICOM GAMES
WORTH £149.00 NOW ONLY £14.95
EACH SUPER FAMICOM GAME
FROM ONLY 7 PENCE EACH

ADAMANT FROM GAMES
ADAMANT FROM GAMES £14.95
40 ADAMANT FROM GAMES
WORTH £149.00 NOW ONLY £14.95
EACH ADAMANT FROM GAMES
FROM ONLY 7 PENCE EACH

ATARI LYNX
ATARI LYNX £14.95
40 ATARI LYNX GAMES
WORTH £149.00 NOW ONLY £14.95
EACH ATARI LYNX GAME
FROM ONLY 7 PENCE EACH

MEGA MIX SERVICE
PLUS ANY GAME UP TO £27.00
NOW ONLY £134.95

MEGA MIX SERVICE
PLUS ANY GAME UP TO £58.00
NOW ONLY £149.95

MEGA MIX SERVICE OFFER
WORTH £280.00 NOW ONLY £188.00

PENCE PROMISE

MEGA MIX SERVICE
FOR MEGA MIX OFFERS!
CALL 0733 261230
OR VISIT US ONLINE
Please Note: Orders are subject to stock

MEGA MIX SERVICE
PLUS ANY GAME UP TO £58.00
NOW ONLY £149.95

MEGA MIX SERVICE OFFER
WORTH £280.00 NOW ONLY £188.00

SEMI-RECENT GAMES

Age of Empires	£14.95	Age of Empires II	£14.95
Age of Empires III	£14.95	Age of Empires IV	£14.95
Age of Empires V	£14.95	Age of Empires VI	£14.95
Age of Empires VII	£14.95	Age of Empires VIII	£14.95
Age of Empires IX	£14.95	Age of Empires X	£14.95
Age of Empires XI	£14.95	Age of Empires XII	£14.95
Age of Empires XIII	£14.95	Age of Empires XIV	£14.95
Age of Empires XV	£14.95	Age of Empires XVI	£14.95
Age of Empires XVII	£14.95	Age of Empires XVIII	£14.95
Age of Empires XIX	£14.95	Age of Empires XX	£14.95
Age of Empires XXI	£14.95	Age of Empires XXII	£14.95
Age of Empires XXIII	£14.95	Age of Empires XXIV	£14.95
Age of Empires XXV	£14.95	Age of Empires XXVI	£14.95
Age of Empires XXVII	£14.95	Age of Empires XXVIII	£14.95
Age of Empires XXIX	£14.95	Age of Empires XXX	£14.95
Age of Empires XXXI	£14.95	Age of Empires XXXII	£14.95
Age of Empires XXXIII	£14.95	Age of Empires XXXIV	£14.95
Age of Empires XXXV	£14.95	Age of Empires XXXVI	£14.95
Age of Empires XXXVII	£14.95	Age of Empires XXXVIII	£14.95
Age of Empires XXXIX	£14.95	Age of Empires XL	£14.95
Age of Empires XLI	£14.95	Age of Empires XLII	£14.95
Age of Empires XLIII	£14.95	Age of Empires XLIV	£14.95
Age of Empires XLV	£14.95	Age of Empires XLVI	£14.95
Age of Empires XLVII	£14.95	Age of Empires XLVIII	£14.95
Age of Empires XLIX	£14.95	Age of Empires L	£14.95
Age of Empires LI	£14.95	Age of Empires LII	£14.95
Age of Empires LIII	£14.95	Age of Empires LIV	£14.95
Age of Empires LV	£14.95	Age of Empires LVI	£14.95
Age of Empires LVII	£14.95	Age of Empires LVIII	£14.95
Age of Empires LIX	£14.95	Age of Empires LX	£14.95
Age of Empires LXI	£14.95	Age of Empires LXII	£14.95
Age of Empires LXIII	£14.95	Age of Empires LXIV	£14.95
Age of Empires LXV	£14.95	Age of Empires LXVI	£14.95
Age of Empires LXVII	£14.95	Age of Empires LXVIII	£14.95
Age of Empires LXIX	£14.95	Age of Empires LXX	£14.95
Age of Empires LXXI	£14.95	Age of Empires LXXII	£14.95
Age of Empires LXXIII	£14.95	Age of Empires LXXIV	£14.95
Age of Empires LXXV	£14.95	Age of Empires LXXVI	£14.95
Age of Empires LXXVII	£14.95	Age of Empires LXXVIII	£14.95
Age of Empires LXXIX	£14.95	Age of Empires LXXX	£14.95
Age of Empires LXXXI	£14.95	Age of Empires LXXXII	£14.95
Age of Empires LXXXIII	£14.95	Age of Empires LXXXIV	£14.95
Age of Empires LXXXV	£14.95	Age of Empires LXXXVI	£14.95
Age of Empires LXXXVII	£14.95	Age of Empires LXXXVIII	£14.95
Age of Empires LXXXIX	£14.95	Age of Empires LXXXX	£14.95
Age of Empires LXXXXI	£14.95	Age of Empires LXXXXII	£14.95
Age of Empires LXXXXIII	£14.95	Age of Empires LXXXXIV	£14.95
Age of Empires LXXXXV	£14.95	Age of Empires LXXXXVI	£14.95
Age of Empires LXXXXVII	£14.95	Age of Empires LXXXXVIII	£14.95
Age of Empires LXXXXIX	£14.95	Age of Empires LXXXXX	£14.95
Age of Empires LXXXXXI	£14.95	Age of Empires LXXXXXII	£14.95
Age of Empires LXXXXXIII	£14.95	Age of Empires LXXXXXIV	£14.95
Age of Empires LXXXXXV	£14.95	Age of Empires LXXXXXVI	£14.95
Age of Empires LXXXXXVII	£14.95	Age of Empires LXXXXXVIII	£14.95
Age of Empires LXXXXXIX	£14.95	Age of Empires LXXXXXX	£14.95
Age of Empires LXXXXXXI	£14.95	Age of Empires LXXXXXXII	£14.95
Age of Empires LXXXXXXIII	£14.95	Age of Empires LXXXXXXIV	£14.95
Age of Empires LXXXXXXV	£14.95	Age of Empires LXXXXXXVI	£14.95
Age of Empires LXXXXXXVII	£14.95	Age of Empires LXXXXXXVIII	£14.95
Age of Empires LXXXXXXIX	£14.95	Age of Empires LXXXXXXX	£14.95
Age of Empires LXXXXXXXI	£14.95	Age of Empires LXXXXXXXII	£14.95
Age of Empires LXXXXXXXIII	£14.95	Age of Empires LXXXXXXXIV	£14.95
Age of Empires LXXXXXXXV	£14.95	Age of Empires LXXXXXXXVI	£14.95
Age of Empires LXXXXXXXVII	£14.95	Age of Empires LXXXXXXXVIII	£14.95
Age of Empires LXXXXXXXIX	£14.95	Age of Empires LXXXXXXX	£14.95
Age of Empires LXXXXXXXI	£14.95	Age of Empires LXXXXXXXII	£14.95
Age of Empires LXXXXXXXIII	£14.95	Age of Empires LXXXXXXXIV	£14.95
Age of Empires LXXXXXXXV	£14.95	Age of Empires LXXXXXXXVI	£14.95
Age of Empires LXXXXXXXVII	£14.95	Age of Empires LXXXXXXXVIII	£14.95
Age of Empires LXXXXXXXIX	£14.95	Age of Empires LXXXXXXX	£14.95

TO ORDER, PLEASE STATE ITEMS YOU REQUIRE, TOGETHER WITH PAYMENT, MADE PAYABLE TO 'MEGAMIX' OR PLACE YOUR ORDER ON OUR CREDIT CARD HOTLINE 0733 261230. ORDERS ARE OFFERED ADD 2% ALL ITEMS ABOVE INCLUDE VAT, POSTAGE AND PACKAGING. **MINIMUM SOFTWARE (DEPT ACE 3) 40 ASHDEN WALK, TONBRIDGE, KENT, TN11 3RL**

G.P.S

(Computers) Ltd.

Tel : (0268) 782949

All items include postage and are sent 1st class. Insured post. Please add 18 for 5.30p recovery for worldwide.

ATARI

Atari 2600	£29.95	Atari 2600 II	£29.95
Atari 2600 III	£29.95	Atari 2600 IV	£29.95
Atari 2600 V	£29.95	Atari 2600 VI	£29.95
Atari 2600 VII	£29.95	Atari 2600 VIII	£29.95
Atari 2600 IX	£29.95	Atari 2600 X	£29.95
Atari 2600 XI	£29.95	Atari 2600 XII	£29.95
Atari 2600 XIII	£29.95	Atari 2600 XIV	£29.95
Atari 2600 XV	£29.95	Atari 2600 XVI	£29.95
Atari 2600 XVII	£29.95	Atari 2600 XVIII	£29.95
Atari 2600 XIX	£29.95	Atari 2600 XX	£29.95
Atari 2600 XXI	£29.95	Atari 2600 XXII	£29.95
Atari 2600 XXIII	£29.95	Atari 2600 XXIV	£29.95
Atari 2600 XXV	£29.95	Atari 2600 XXVI	£29.95
Atari 2600 XXVII	£29.95	Atari 2600 XXVIII	£29.95
Atari 2600 XXIX	£29.95	Atari 2600 XXX	£29.95
Atari 2600 XXXI	£29.95	Atari 2600 XXXII	£29.95
Atari 2600 XXXIII	£29.95	Atari 2600 XXXIV	£29.95
Atari 2600 XXXV	£29.95	Atari 2600 XXXVI	£29.95
Atari 2600 XXXVII	£29.95	Atari 2600 XXXVIII	£29.95
Atari 2600 XXXIX	£29.95	Atari 2600 LXXXX	£29.95
Atari 2600 LXXXXI	£29.95	Atari 2600 LXXXXII	£29.95
Atari 2600 LXXXXIII	£29.95	Atari 2600 LXXXXIV	£29.95
Atari 2600 LXXXXV	£29.95	Atari 2600 LXXXXVI	£29.95
Atari 2600 LXXXXVII	£29.95	Atari 2600 LXXXXVIII	£29.95
Atari 2600 LXXXXIX	£29.95	Atari 2600 LXXXXX	£29.95
Atari 2600 LXXXXXI	£29.95	Atari 2600 LXXXXXX	£29.95
Atari 2600 LXXXXXXI	£29.95	Atari 2600 LXXXXXXII	£29.95
Atari 2600 LXXXXXXIII	£29.95	Atari 2600 LXXXXXXIV	£29.95
Atari 2600 LXXXXXXV	£29.95	Atari 2600 LXXXXXXVI	£29.95
Atari 2600 LXXXXXXVII	£29.95	Atari 2600 LXXXXXXVIII	£29.95
Atari 2600 LXXXXXXIX	£29.95	Atari 2600 LXXXXXXX	£29.95
Atari 2600 LXXXXXXXI	£29.95	Atari 2600 LXXXXXXXII	£29.95
Atari 2600 LXXXXXXXIII	£29.95	Atari 2600 LXXXXXXXIV	£29.95
Atari 2600 LXXXXXXXV	£29.95	Atari 2600 LXXXXXXXVI	£29.95
Atari 2600 LXXXXXXXVII	£29.95	Atari 2600 LXXXXXXXVIII	£29.95
Atari 2600 LXXXXXXXIX	£29.95	Atari 2600 LXXXXXXX	£29.95

SEGA

Sega Game Gear	£14.95
Sega Game Gear II	£14.95

SONY BULKY DISCS

700	£9.95
800	£11.95
900	£13.95
1000	£15.95

OFFICE HOURS
MON-FRI 10-7 30PM
SAT 10-5 30-7 30PM
LATE NIGHT THURS
TILL 11 30PM

Please note charges and prices unless possible to G.P.S.
40 Ashden Walk
Tonbridge, Kent TN11 3RL
CREDIT CARD HOTLINE 0733 261230

TO FILL THIS SPACE



Tina Zanelli
ON
071-251-6222 Ext 2483

SUPER FAMILICOM



The time to get, uh, uh... ready to the US release of the Super Famicom Super NES is all the cards is continuing apace and things are beginning to look very interesting.

The second Chicago CES show gave a good indication of what was coming but, too much of the product was at a very early stage. Many games had been in development for literally a few weeks (except some devs want to think that they were all crap). It generally looked good when compared to the rest of gaming, now virtually finished games that were on display at the Sega show.

Oh, there were some golden game carts, the most impressive of

which is Super Clonix. It looks like I don't know what planet last month's order of the console was from, but the game, so far anything for the console region, it's heavily based on it. The first level features great amounts of earth which burst upwards as you walk across the ground, rages filled with grooves and near... higher levels. There's also a range of new weapons with which you can smash your teeth and destruction. It's definitely the best Super Famicom game yet seen with graphics and sound that I love you enjoy. Here's a watch out for it. Another game that's looking good this is Super R-Type. Again, it's not a straight action conversion, but a based on the original. The first level is all-kill and features a touch of of health-plants and stars. There is a count, plenty of alien suits to blow into the middle of dust and... and there's a variety of one and two hit weapons with which to do so. It looks a cracking game, and a one that should see up here should get hold of when it's released later in this month.

Golden Age is a very nice Data East romp, and it was pretty surprised to see what seemed like a

feature-rich romp at Data East's stand. I looked underneath the floppy cap to see they were using a fast one and had a core-ops PCB having underneath but it's not behind there was a Super Famicom with a Golden Age cartridge. It's a really nice little romp in which you guide a wacky cartoon-style character across a wacky cartoon-style landscape, having the seven shades of green, but of several cartoon-style battles. In fact, the only annoying thing about the game is that it won't be available until early next year. No wait.

Incidentally, when the Super Famicom started with Super "Warrior" Games' Super Offroad Challenge, a feature-rich romp of the Super Famicom's first romp. The game looks... sounds and plays perfectly and apparently will be the same code and the same player systems as the original arcade machine. Not good.

I also like the look of Blueberry Challenge. During the most furious of those football-type romps that play out very furious WWF wrestling matches on a football field, this is could be the best wrestling game yet. The early demo I've seen isn't quite finished

properly, the on-screen character really do look like the "real life" characters. It has two stages and the Ultimate Warrior and the eventual and complex sound effects are both superb. Judging by the massive popularity of the sport, I think this could be a massive seller.

But what else looking forward to most of all are Capcom's Arts line of sports games. John Madden Football, Lunar's Pro Golf and PGA Tour Golf. I have very very early demos. The John Madden's one was about a week old and was broken but I have to play before the show and having spoken to the programmers I think all three could be amazing.

They'll basically be the same as the 16-bit versions, but with enhancements whatever the hardware allows it. So expect motion following detailed 3D effects in PGA Tour Golf and even more data for graphics in John Madden's Football. Noice!

Finally, I got in thinking of buying a PR Super Famicom, thoroughly checked it out and make sure you've got a publisher from the release. Many PR machines are available and often excellent. It probably is a SCAT! model.

BLAIR BROWN

STUDIO SOFTWARE

The BEST Choice For All Your Computer Needs
20 Oldfield Circus, Off Whittier Avenue West, Northolt, Middlesex.
Telephone: 081-878-1171

Opening times Mon-Sat 9.15 am - 8.00 pm (ORDERS & DELIVERIES)
7.00 pm - 8.30 pm (ORDERS ONLY)

"This is just a small volume of the many thousands of games that we have on offer for all the consoles available".

SIMULATED HORSES AUGUST / SEPTEMBER 1988

SEVEN HORSEMAN	PSI	£19.95
	(USA)	£19.95
UNFAMED ADAPTOR	John Garmy (computer magazine)	1.75
WIND RELEASE STICK		1.25
WIND JOYSTICK		0.75
FOR 11 GAMES FOR MICRODRIVE		
Arday Mount		£25.00
George's Horseman		£25.00
Removal Box		£25.00
Stable		£25.00
Super Arday		£24.00
Stabling		£25.00
Stable		£25.00
Super Mountain		£24.00
Super Mountain American Frontier		£25.00
Super Golf		£21.00
Stable the Handing		£25.00
SEVEN GAMES (SEVEN GAMES with two free games)		£140.00
ALL SEVEN GAMES (SEVEN GAMES)		£65.00

HORSEMAN

WINTERED GAMBOL		£25.00
LIGHTNING (2 games)		£15.00
WIND CHANGING GAMES (Games Changing & 4 game demo)		£24.00
FOR 11 GAMES FOR MICRODRIVE		
WFF Wrestling	Wally World 17	
Crashin' In	WFF for Ford Courier	
Super Wars	Chess 12	
CALL AMERICAN GAMBOL GAMES		£24.00
CALL JAPANESE GAMBOL GAMES		£22.00

EXCLUSIVE!

We are now taking orders for the SEVEN GAMES (SEVEN GAMES) as a one game set at £60 (Please note that ordered will take up to 6 weeks)

SEND NO MONEY NOW - CALL FOR DETAILS

(S&P)

Buy either a Magazine or a Feature and you will be reduced into our best price give a way. Alternatively £600 members gives every week news.

£1000 every six months (combination of the past 6 months) SEND FOR MORE! FOR A VOUCHER ORDER NUMBER... £2000 if you like the way give money then buy one of these SEVEN GAMES

SEND MONEY NOW! SEND MONEY NOW! SEND MONEY NOW! SEND MONEY NOW! SEND MONEY NOW! SEND MONEY NOW! SEND MONEY NOW! SEND MONEY NOW! SEND MONEY NOW! SEND MONEY NOW!

Any amounts bought between now and September will be sold at half of the original price.

HOW TO ENTER COMPETITION

All you have to do is buy your own five SEVEN GAMES Software - your details will be entered automatically. All winners will be notified after the competition and winners will be listed in our ad in next month's News.

Prizes:

Remember if you do not buy your own five

ACCESS AND VISA WELCOME!

All charges made payable to:
STUDIO SOFTWARE COMPUTING
ALL GOODS DISPATCHED EITHER A WORKING DAY

HOT OFF THE SHELF

Do you know, I hate writing the intro to *Hot Off The Shelf*. I mean take this month, for example. What on Earth is there to say about the Merry Month of... er... September? Nothing, that's what!

Surely you know the score by now: the top games from the last three months sliced 'n' diced for your delectation. Oh, and there's a smattering of classics too. Read on...

BATTLE CROSS 3

Electronic Arts ■ Amiga (24 95) ■ Atari ST (24 95) ■ PC (24 95)
 Squad assignments from Hollywood to the computer industry? It's come round the turn and based on the Christmas season's *Chiefs*, which introduced us to the new breed of hero, here's a new breed of hero: a field sergeant who leads a team of soldiers to the front. It's a long and winding road...

Impassioned Pelagos As before the board is viewed in 3D, with all the pieces taking each other in a variety of amusing and well-animated ways. While not slow and lacking running from *Flagship* due to all the nice weapons, it has the feel that gives the game a bit of charm and more thrill than several *Chess*. A game that should have won the most lauded Chess-levy trophy.

■ ACE RATING: 900 ON 1000 PC

BOULDERDASH

Simon Sturton (London) ■ Synapse (14 95) (London)
 For another idea from the early C64's catalogue of great games they take 'remember it?' Boulder dash, and really built into around a simple (but) a puzzle game for once that can be counted on one hand's means of boulders and enemies in pursuit of diamonds. But bear in mind that, digging around Boulder can make them tumble down on your head! An arcade puzzle game of the most addictive kind and yet another game ideally suited to Nintendo's little handheld wonder.

■ ACE RATING: 900 ON GAMBIT

CHUCK YEAGER'S AIR COMBAT

Electronic Arts ■ Amiga (24 95) ■ Atari ST (24 95) ■ PC (24 95)
 The two previous Chuck Yeager games were exemplary in every

respect save one: there were no good lies for the first. The-son-of-a-bitch flies in your hair brigade, but more than a little disappointing for the rest of it. This latest outing with the gruelled old vet has the complaints, and much more besides. Pilots can fly planes from a 1940 *Waco* (Korea or Mustang in a number of missions) over more fun is the ability to get into Mustang from *Waco* a game a Phantom from Korea. High realism means that it's not one for the pick up-n-play brigade, but it's a fine purchase for the vet fan looking for a challenging and truly lasting experience.

■ ACE RATING: 850 ON 1000 PC

P-14 TOMCAT

Electronic Arts ■ Amiga (24 95) ■ Atari ST (24 95) ■ PC (24 95)
 One can't help feeling that *P-14* isn't at all going to have something of an uphill struggle to be noticed, what with the current release of a whole slew of top-notch flight sims, such as *Ultimate Flight* and *Chuck Yeager's Air Combat*. It's just too bad that *P-14* is inferior to both these competing titles, but it's still a high quality product. The biggest and one of that it's very hard to lose. Fast and fun the first crash into the desert and you're clean out of ten Command will return you to active duty if there's even a landing off.

■ ACE RATING: 850 ON 1000 PC

FLAMES OF FREEDOM

Electronic Arts ■ Amiga (24 95) ■ Atari ST (24 95) ■ Amiga (24 95) ■ PC (24 95)
 How this is a challenge: how do you turn up a huge game like *HoFF*? The big draw has got to be the Island HQ of the Atlantic Federation. You play one of their crack agents with the task of stopping an impending attack by the evil techno empire. The majority of the game takes place in a massive solid 3D world with your spy able to use any mode of transport handy may come across anything from an foot to full copter. But this is a real test on up. There's more than enough strategy and a slow burn to keep any non-arcade fan happy. A major contender for game of the year already.

■ ACE RATING: 950 ON 1000 PC

48 SPORTS SHOOTING

Electronic Arts (24 95) ■ Atari ST (24 95) ■ PC (24 95)
 This volume deals between two solid polygon-generated pugilists in the best tradition of the middle air, just seen on a home computer. The use of polygons makes the action to be viewed from absolutely any angle, and a video playback option allows you to watch that delicate upper cut again and again. Highly realistic, it's some great polygonated experience of anguish as the fighter's face a huge range of moves and a lot of work to be put in if you're to become World Champ!

■ ACE RATING: 900 ON 1000 PC

GOONS

Electronic Arts (24 95) ■ Atari ST (24 95) ■ PC (24 95)
 It's really a crash into the game's name with this three-level release, and what a crash it is! Set in America's Great West the player controls a bushy warrior who must be guided through four levels of plot holes, monsters and puzzles to a face-off with something very nasty in the wilderness. Okay so *Rescue* isn't the greatest for the written-by computer plot, but the implementation is so much up there, superb graphics, intelligent aliens (and they are smart), sound and bits of clever surprises and secret. Screened to discover. It's great.

NONAMEE

50 Holme Court Ave
Blytheville
Beds
62218 RPE

CALL ORDER SOFTWARE
Tel: 0767 600984

Opening hours
Mon - Sat 9am - 4pm

NAME	PRICE	PC	ST	Amiga	AT	OS/2	MS-DOS
1. Action	£19.95						
2. Action	£19.95						
3. Action	£19.95						
4. Action	£19.95						
5. Action	£19.95						
6. Action	£19.95						
7. Action	£19.95						
8. Action	£19.95						
9. Action	£19.95						
10. Action	£19.95						
11. Action	£19.95						
12. Action	£19.95						
13. Action	£19.95						
14. Action	£19.95						
15. Action	£19.95						
16. Action	£19.95						
17. Action	£19.95						
18. Action	£19.95						
19. Action	£19.95						
20. Action	£19.95						
21. Action	£19.95						
22. Action	£19.95						
23. Action	£19.95						
24. Action	£19.95						
25. Action	£19.95						
26. Action	£19.95						
27. Action	£19.95						
28. Action	£19.95						
29. Action	£19.95						
30. Action	£19.95						
31. Action	£19.95						
32. Action	£19.95						
33. Action	£19.95						
34. Action	£19.95						
35. Action	£19.95						
36. Action	£19.95						
37. Action	£19.95						
38. Action	£19.95						
39. Action	£19.95						
40. Action	£19.95						
41. Action	£19.95						
42. Action	£19.95						
43. Action	£19.95						
44. Action	£19.95						
45. Action	£19.95						
46. Action	£19.95						
47. Action	£19.95						
48. Action	£19.95						
49. Action	£19.95						
50. Action	£19.95						

NONAMEE SOFTWARE, 50 HOLME COURT AVE, BLYTHEVILLE, BEDS, NN6 9JG. TEL: 0767 600984. FAX: 0767 600985. OPENING HOURS: MON-SAT 9AM-4PM.

that the things can do so wrong. Call on Mega Markets + ACE RATING: 99/100 AMIGA

HEART OF CHINA

DynastySoft's **Heart of China** (Amiga £7.95, PC £10.95) set us the 1920s. As you play, you take the role of a wealthy businessman, a task that takes you deep into the heart of revolutionary China. It all adds up to a rip-roaring adventure through the East, featuring an exciting plot, the ability to switch between characters, apt Israeli graphics, some top-grade VGA graphics and highly atmospheric soundtracks. Benny DynastySoft's major emphasis on the East, and Heart of China is no exception. An essential purchase for you PC. + ACE RATING: 99/100 AMIGA PC

JETFIGHTER II

Intercept-A-Gold's **Jetfighter II** (Amiga £7.95, PC £9.95) designed by Bob Chouman (of EA's Interceptor fame) this is arguably the best flight sim on PC. Boasting a huge 320-screen resolution and a superb sound, the action is fluid on playability rather than rigorous technical accuracy. One of the classic features is the Adventure, in which you play a deadly game of tactical chess with an enemy mission force, first firing an attack mission then defending against the enemy's counter attack, with the aim of driving the enemy force back and eventually out of Area 51. + ACE RATING: 93/100 AMIGA PC

LEMMINGS

Progress's **Lemmings** (Amiga £4.95, PC £4.95) is an age of ever faster vector graphics and smoother pixel art. Progress was the last company expected to release a simple-looking game based on the suicidal tendencies of some cute little rodents. The object of the game is beautifully straightforward: you must guide a certain number of renegade-lemming beings to safety from one end of a path down level to the other. You can employ these lemmings

with a range of special abilities such as climb or dig, with which you can get them past traps and obstacles. Incredibly playable and addictive. It is a game that will hopefully encourage programmers to spend more time on a game's gameplay. + ACE RATING: 99/100 AMIGA

LEMMING

Random Arts's **Lemming** (Amiga £3.95, Atari ST £4.95, PC £4.95) Will this game make you lose your marbles? The latest addition to the series of arcade pastimes presents the player with a board made up of gullies and rotatable disks. Marbles roll down the gullies and can be directed into one of four slots in each disk. The aim is to explode all the disks on the board by hitting all four slots with marbles of the same colour. It all starts off really enough, but later levels feature increasingly complex and restrictive for the time to go into in the small space available here. In summing addition. + ACE RATING: 99/100 AMIGA ST

MANOEUVER UNITED EUROPE

Goal's **Manoever United Europe** (Amiga £2.95, Atari ST £3.95, PC £3.95) With the original Manoever United selling over 100,000 copies, I suppose a sequel was inevitable. This time around you can try and take the boys to victory in the UEFA, European and Cup Winners' Cups. The game is based in real-time strategy, and while it's not the fastest footy game around (the classic Kick Off will hold that title) it's without doubt the greatest, with a wide range of animations for nearly all the footy moves. Add the polished 3D-graphics, fluid feel and some nice player manager elements, and you have a great all-rounder for any fan of the National League. + ACE RATING: 93/100 AMIGA

MANTIAN CREATIONS

Omega/Minibridge's **Mantian Creations** (Amiga £7.95, PC £9.95) Game creation doesn't come much easier than this. By means of two controllers to go into here, the player is automatically sent through Space to Mars, where a Jalen Virus captured Space Station. If this wasn't enough already, you can also have the virus on such an

SATURN SOFTWARE

Large selection of games available for the Atari ST and Amiga

For details write to:
Saturn Software
3 Woodland House
Woodland Rd
London N11 1PN

or phone 081-368-2701

exciting quest through a world populated by scary demons and assorted cut throats. Game interaction is made easy-to-use by the simple point & click control. It turns both times and turns, the absorbing atmosphere is only slightly marred by the absence of the "M" symbol.

• ACE MAGAZINE NO. 08 APRIL

SEEN? THE HERMIONER. Scapully's ■ Megajoule £34.95. Jason's Game Hedgehog. At last a quality title for Sega's M16! It's the beauty that really comes when the machine can do in the hands of the inspired. It certainly makes up for the lack of Quake48, and strategic resistance. Believe me, you've never seen a platform game done this fast. And thankfully clever game design has ensured that high speed doesn't mean high unplayability. But better than Metal Wolf, perhaps not. It lacks the Nintendo genre depth and long lasting challenge that it is a cracking game, more like Tetris, and you'd be a right fool to miss it. Can't wait for issue 2!

• ACE MAGAZINE NO. 08 APRIL

STRIDER tagan's ■ Megajoule £29.95. The cast-02 conversion was reviewed some time ago on home computer. Thankfully, the Megajoule incarnation is supremely superior. If you did not know that, you'd never you were playing the arcade machine. Strider boys has to come and handle through levels of arcade perfect action. Blurring for its graphics sound and gameplay. Strider is a must buy for any Megajoule owner.

• ACE MAGAZINE ISSUE 08 APRIL

SEEN? SUPER MARSHLAND. Minter's ■ Super Pacman £12. With joy repeat control! Could this be the last platform game available? The game for less, the same egg most exciting adventures of Mario as he jumps and pounces his way through 80 levels of past form action. What makes the game so special, apart from its sophisticated graphics, stunning sound FX and super silky no control, is the never ending variety in the gameplay. It's not all just running and jumping. Complete this and you can't wait

with yourself a real game!

• ACE MAGAZINE NO. 08 APRIL

SPACE QUEST IV Sierra On Line ■ Aster £7. CTR ■ Amiga £7.95 ■ IBM PC £24.95. Top-Quel by parallax space adventure with lots of humour and informal dabbling around Sierra have managed to create here excellent graphics and a feature yet comprehensive time travelling story line. Guide Roger Wile through a roller coaster adventure involving absolutely no typing and some excellent puzzle design. Every location contains a surprise! Not too good if you own a slow PC and is virtually unworkable from floppy. Otherwise a pretty essential purchase if you can put up with the standard controls.

• ACE MAGAZINE NO. 08 APRIL

SEEN? WING COMMANDER Or good-enoughs ■ Amiga £7.95 ■ PC £24.95. Another 3D space combat game, but radically new of stunning ray traced and detailed

graphics for the screenshot. They come think and grow with amazing speed and fluidity. Animated scenes purchase the action and present the 3D world in a manner, even more so in a home computer. The multitude of weapons make this an 1/4 game of surface glori. Only only best appreciated on the high speed PC.

• ACE MAGAZINE NO. 08 APRIL

WUNDERLAND Marmite's ■ Amiga £29.95 ■ Aster £7. CTR ■ IBM PC £24.95. The Scally. Having started the world with the Riverway back in 1987, returns with a masterpiece. An adventure game based on the famous novel Alice in Wonderland, the plot follows the book, although fortunate to avoid the usual but not to be able to make it possible by simply following the story. The last bit, looking with hundreds of tough (but helpful) puzzles, is accompanied by a number of stunning animated graphic scenes. The future of adventure games is here. An essential buy.

• ACE MAGAZINE NO. 08 APRIL

HOW TO PLACE YOUR ENTRY

All you have to do is send off the form below, together with your payment. Entries to the Pink Pages cost just £6.00 each. (Except for helpline which is free).

- The maximum is 20 words except for helpline. (Helpline entries can be extended to 100 words max - use another sheet of paper if necessary)
- The service is NOT open to trade advertisers
- We will print your advertisement in the available issue
- Entries which could be interpreted as encouraging software piracy will not be accepted

ENTRY FORM

Write your advertisement here, one word per box. Include your name, address and phone number if you want them printed.

SEND TO:
ACE READERS PRICE
Stamp Images, Priority Court,
36-38 Farringham Lane,
London EC4R 3AE

CATEGORY OF ENTRY:

- Helpline For Sale
 Wanted User Groups
 Other

Please place my ad in the next available issue of ACE.

Name:

Address:

Method of payment:

- Cheque P.O.

Please make cheques and postal orders payable to ACE Magazines

PUZZLE POWER

It's time to test your skills with the crossword puzzle that's the most popular pastime in the world. The puzzle is a great way to pass the time, and it's a fun way to challenge your brain. The puzzle is a great way to pass the time, and it's a fun way to challenge your brain.

CLUES
ACROSS

- 5 No charge to drop from 'Swords of Twilight' software house (8,6)
7 Bird of light wine one wallowed (4)
8 Changes code - B's put it in (2)
9 Fiftie game Leo and Dino played together (7)
10 Pa curts my new game from Virgin (3)
11 Being under twenty, she rules the game (4,5)
14 Not torn to pieces in game (7)
15 Computer helping to write comic routing (10)
17 Loathe GremIn game (6)
18 Everything shown by the runes I've cast (8)



HOW TO ENTER

Answers to this month's puzzle should be sent to the editor of Pink Pages, c/o The Editor, Pink Pages, PO Box 100, London W1A 1AA. The puzzle is a great way to pass the time, and it's a fun way to challenge your brain.

The deadline for entries is the 1st of the month. The puzzle is a great way to pass the time, and it's a fun way to challenge your brain.

JULY 91 RESULT

CLUES
DOWN

- 1 Flintstone's first from Ubi Soft (4)
2 Game that's a bit of a cult I'm assured (8)
3 Brown dog! (8)
4 Look out - leaders got Ron to form software house (8)
6 Be all-consuming! (3,2)
10 Clark Kent's translation of Superman! (8)
11 Heighten general awareness about Denmark subsidiary (6)
12 Sues inventing after ex-developed game from Origin Systems (8)
13 Banishment from Aesogenic (5)
15 A game of hazard from Leisure Genius (4)



Our monthly prize word puzzle, set by the inimitable MIPs

Make sure you don't miss next month's competition - it'll be the last! To find out why, and what will replace it, don't miss next month's issue!

FREEBIES

More public domain play power from Pat Winstanley — and get more unauthorised versions of old favourites...

NYET

PC - £100 - 1 Shareware
Yanitsa Shamans (SAM-97)

NYET can be used for a 30-day trial and then you can download it for free.

NYET is a fast-paced, addictive action strategy game. You're the commander of a team of ninjas who are being recruited to take on the forces of evil. You can recruit a variety of ninjas to your team, each with different abilities. You can also hire a variety of weapons and equipment to help you in your quest.

NYET is a fast-paced, addictive action strategy game. You're the commander of a team of ninjas who are being recruited to take on the forces of evil. You can recruit a variety of ninjas to your team, each with different abilities. You can also hire a variety of weapons and equipment to help you in your quest.

NYET is a fast-paced, addictive action strategy game. You're the commander of a team of ninjas who are being recruited to take on the forces of evil. You can recruit a variety of ninjas to your team, each with different abilities. You can also hire a variety of weapons and equipment to help you in your quest.

NYET is a fast-paced, addictive action strategy game. You're the commander of a team of ninjas who are being recruited to take on the forces of evil. You can recruit a variety of ninjas to your team, each with different abilities. You can also hire a variety of weapons and equipment to help you in your quest.

NYET is a fast-paced, addictive action strategy game. You're the commander of a team of ninjas who are being recruited to take on the forces of evil. You can recruit a variety of ninjas to your team, each with different abilities. You can also hire a variety of weapons and equipment to help you in your quest.

GAMES II

Amiga - £10-£20 per - 2D
Amiga - £10-£20 per - 2D

Amiga - £10-£20 per - 2D
Amiga - £10-£20 per - 2D

ADDITIONAL WORKS

ADDITIONAL WORKS
ADDITIONAL WORKS

ADDITIONAL WORKS
ADDITIONAL WORKS

ADDITIONAL WORKS
ADDITIONAL WORKS

POM POM GUNNER

Amiga - £7.99 - 1 Shareware - 2D
Amiga - £7.99 - 1 Shareware - 2D

POM POM GUNNER
POM POM GUNNER

POM POM GUNNER
POM POM GUNNER

POM POM GUNNER
POM POM GUNNER

POM POM GUNNER
POM POM GUNNER

FLOWER POWER

Amiga (SAM) - £7.99 - 1 Shareware
Amiga (SAM) - £7.99 - 1 Shareware

Amiga (SAM) - £7.99 - 1 Shareware
Amiga (SAM) - £7.99 - 1 Shareware

Amiga (SAM) - £7.99 - 1 Shareware
Amiga (SAM) - £7.99 - 1 Shareware

Amiga (SAM) - £7.99 - 1 Shareware
Amiga (SAM) - £7.99 - 1 Shareware

Amiga (SAM) - £7.99 - 1 Shareware
Amiga (SAM) - £7.99 - 1 Shareware

SHAMELESS PLEDGE

Software supplied by
Vally PD 081 502 1195 (Amiga) PO
Box 15 Peterlee Co Durham SR8 1AZ
AmigaShare Limited - 0784 209440
(Amiga) 189 Sole Valley Road
Hollybrook Southampton SO11 6QZ
Shareware PD - 0734 452416 (Amiga)
35a School Road Tisbury Wiltshire
SP13 5AN

AmigaShare PD - 0785 44227 077 02
Merlin Road M3099 Brackley Bedford
MK11 9BB

Panacea Shareware 0760 321085
PCShare PD Box 1264 Colchester Marine
Suffolk CO1 8 5AQ

SHAMELESS PLEDGE
SHAMELESS PLEDGE

SHAMELESS PLEDGE
SHAMELESS PLEDGE

SHAMELESS PLEDGE
SHAMELESS PLEDGE

SHAMELESS PLEDGE
SHAMELESS PLEDGE

MEGABALL

Amiga - £2.00 - 1D
Shareware (Shareware)

Amiga - £2.00 - 1D
Shareware (Shareware)

Amiga - £2.00 - 1D
Shareware (Shareware)

Amiga - £2.00 - 1D
Shareware (Shareware)

Amiga - £2.00 - 1D
Shareware (Shareware)

Amiga - £2.00 - 1D
Shareware (Shareware)

ONE DAY AT A FRIEND'S HOUSE...



HI JOHN!
COME AND LOOK AT THIS
I'VE JUST GOT HOLD OF
3 GREAT GAMES.



DON'T YOU KNOW
IT'S AGAINST THE LAW
TO HAVE THESE?



£1000 REWARD

FOR INFORMATION
LEADING TO A
PROSECUTION
& CONVICTION



ANY INFORMATION ON PIRACY SHOULD
BE PASSED TO F.A.S.T. (THE FEDERATION
AGAINST SOFTWARE THEFT)

TELEPHONE 071-497 8973



ACE DIARY

AUGUST 1991

14-17th July SOFTWARE RELEASES

004 Super Cars II (PC Amiga) £7.99. An enhanced top-down racing game for futuristic sci-fi. Features add-ons from the previous book, catergories for its release into units.
AmigaShare 1.07 (Amiga) £7.99. A collection of the best 2500 Amiga CD ROMs. **Real Slaves** (originally from *Millionaire*) - £7. Amiga £7.99. **Clash Kingship** (also on *Millionaire*) - £5. Amiga £7.99.

Midnight Blue Max II £39.99. An updated to third level 3-Dos based £12 £39.99. *Submarine Simulation*.

Midnight Blue Max £29.99. An updated to third level 3-Dos based £12 £29.99. *Submarine Simulation*.

Midnight Blue Max £29.99. An updated to third level 3-Dos based £12 £29.99. *Submarine Simulation*.

Midnight Blue Max £29.99. An updated to third level 3-Dos based £12 £29.99. *Submarine Simulation*.

Monday 11
Box Office - *King of the Hill*. **Football** - *The Grand Prix*. **Television** - *Can I get Married* (also on *Can I get Married*).

Monday 12
11.45 - *Total Day of the Fifth*. **Television** - *The Grand Prix*. **Television** - *Can I get Married* (also on *Can I get Married*).

Tuesday 13
Television - *Can I get Married* (also on *Can I get Married*).

Wednesday 14
Thursday 15
Friday 16
Friday of Nabucco in 1958
Saturday 17
Anniversary of the Proclamation of

18th August SOFTWARE RELEASES

Chessman - *Double Double* £9.99 (Amiga) £19.99. **TV Sports** - *Football* - £7.99. **AmigaShare 1.07** (Amiga) £7.99. **Clash Kingship** (also on *Millionaire*) - £5. Amiga £7.99.

Midnight Blue Max II £39.99. An updated to third level 3-Dos based £12 £39.99. *Submarine Simulation*.

Midnight Blue Max £29.99. An updated to third level 3-Dos based £12 £29.99. *Submarine Simulation*.

Midnight Blue Max £29.99. An updated to third level 3-Dos based £12 £29.99. *Submarine Simulation*.

Midnight Blue Max £29.99. An updated to third level 3-Dos based £12 £29.99. *Submarine Simulation*.

Midnight Blue Max £29.99. An updated to third level 3-Dos based £12 £29.99. *Submarine Simulation*.

Monday 11
Box Office - *King of the Hill*. **Football** - *The Grand Prix*. **Television** - *Can I get Married* (also on *Can I get Married*).

Monday 12
11.45 - *Total Day of the Fifth*. **Television** - *The Grand Prix*. **Television** - *Can I get Married* (also on *Can I get Married*).

Tuesday 13
Television - *Can I get Married* (also on *Can I get Married*).

Wednesday 14
Thursday 15
Friday 16
Friday of Nabucco in 1958
Saturday 17
Anniversary of the Proclamation of

Friday 28
Labor Day - *Parade*. **Midnight Blue Max** £29.99. An updated to third level 3-Dos based £12 £29.99. *Submarine Simulation*.

Saturday 29
Anniversary of the Proclamation of

30th August SOFTWARE RELEASES

AmigaShare 1.07 (Amiga) £7.99. **Clash Kingship** (also on *Millionaire*) - £5. Amiga £7.99. **Clash Kingship** (also on *Millionaire*) - £5. Amiga £7.99.

Midnight Blue Max £29.99. An updated to third level 3-Dos based £12 £29.99. *Submarine Simulation*.

Midnight Blue Max £29.99. An updated to third level 3-Dos based £12 £29.99. *Submarine Simulation*.

Midnight Blue Max £29.99. An updated to third level 3-Dos based £12 £29.99. *Submarine Simulation*.

Midnight Blue Max £29.99. An updated to third level 3-Dos based £12 £29.99. *Submarine Simulation*.

Monday 11
Box Office - *King of the Hill*. **Football** - *The Grand Prix*. **Television** - *Can I get Married* (also on *Can I get Married*).

Monday 12
11.45 - *Total Day of the Fifth*. **Television** - *The Grand Prix*. **Television** - *Can I get Married* (also on *Can I get Married*).

Tuesday 13
Television - *Can I get Married* (also on *Can I get Married*).

Wednesday 14
Thursday 15
Friday 16
Friday of Nabucco in 1958
Saturday 17
Anniversary of the Proclamation of

1-7 September SOFTWARE RELEASES

AmigaShare 1.07 (Amiga) £7.99. **Clash Kingship** (also on *Millionaire*) - £5. Amiga £7.99. **Clash Kingship** (also on *Millionaire*) - £5. Amiga £7.99.

Midnight Blue Max £29.99. An updated to third level 3-Dos based £12 £29.99. *Submarine Simulation*.

Midnight Blue Max £29.99. An updated to third level 3-Dos based £12 £29.99. *Submarine Simulation*.

Midnight Blue Max £29.99. An updated to third level 3-Dos based £12 £29.99. *Submarine Simulation*.

Midnight Blue Max £29.99. An updated to third level 3-Dos based £12 £29.99. *Submarine Simulation*.

Midnight Blue Max £29.99. An updated to third level 3-Dos based £12 £29.99. *Submarine Simulation*.

Monday 11
Box Office - *King of the Hill*. **Football** - *The Grand Prix*. **Television** - *Can I get Married* (also on *Can I get Married*).

Monday 12
11.45 - *Total Day of the Fifth*. **Television** - *The Grand Prix*. **Television** - *Can I get Married* (also on *Can I get Married*).

Tuesday 13
Television - *Can I get Married* (also on *Can I get Married*).

Wednesday 14
Thursday 15
Friday 16
Friday of Nabucco in 1958
Saturday 17
Anniversary of the Proclamation of

Monday 11
Box Office - *King of the Hill*. **Football** - *The Grand Prix*. **Television** - *Can I get Married* (also on *Can I get Married*).

THE W I N D I N G R E F E R E N D

PLUS CA CHANGE

Had our request for better game winners last month had a follow-up? The rules for and at least two minutes. The winner after considerable debate has to be M. Furuseth of Rusecon, whose entry takes us checking the logbook:

M. Furuseth says, for Penultimate Board (P) introduced the fabulous possibility of virtual reality battleships, featuring two game modes: TOTAL WARRIOR - lots of pieces to take until these nasty things arey! Got it. GLOBE BOMBING - nowhere to take, but who cares - you're there to eat human flesh!

The game ends off literally as you don your headset and watch as hordes on a gang of nightclubs break bottles over the head of your girl.

Good lord! enters the Mark - and it's for causal on them! Well done. My year game is on its way out, an honourable mention is Nick Duffell who managed to come up with a scenario that centred on friendly teams of wilderness games.

And now for a mega compo because, as you I feel entitled. Better is dominating ACE this month after four years of monthly/frequent service. His actions you deserve something a little bit special for putting so well for and here it is:

ACE is mounting the following Computer Entertainment conference at the ACE in Earls Court in September for the 5th and 6th to be precise. At the time of writing, the conference will get games editors onto the scene, chance of meeting and leaving them, such has come to Dave, Balance of Power, Crowded Brain, Beyond Dark Horizons, and a host of others. This is a special offer - perhaps the first professional computer games design conference ever held in Europe - and the entry price affects the £50 for two days, eight speakers, lunch and a panel session.

If you think that's pricey, remember that would be a week's cost at least £250 to enter and usually small fees. However, we recognise that for some ACE means the cost of cash in out-of-the-pocket, so either is dipping it with a virtual chance for free fancy chips for chappies to get it for a week. If you win, you'll be rubbing shoulders with some of the biggest names in the business.

So here's your chance. Simply write down or print out the name of the game you consider to be the best (original program you've ever played) and then tell us why you chose it. The five letters will go to the five entries that demonstrate to us the greatest design genius - you don't have to be a master, just to spell it out in plain terms.

We just want the people who REALLY think they know what makes a good game, and who can tell us what, in their opinion, they'd like to see. Get in at the address for entries:

ACE (Better Good Bye) Computer
Privacy-Court
30-32 Torrington Lane
London
EC2R 3JQ

and the deadline for entries is August 30th. You MUST also include

your daytime or evening telephone number for contact, and your name please!

For many of you, especially those of you involved in entertainment media, this conference is a really big opportunity to meet. You can book a table by contacting Steve Clarke or Sarah Lewis on 021 251 5320 for the details. Attendance is strictly limited and places already running very high - so get in touch soon. I've don't want to miss out.

And to knowell after 48 issues, Better can exclusively reveal that ACE was originally going to be called Better (you, it a bad but a last minute decision was for ACE instead) with Better being reserved for the final page.

Only Better made quality comic reading - the first reported that David Williams's latest satirical project had predicted that the company would get into financial trouble. The company disappointed soon afterwards. In the revised issue, Stuart Bell and Chris Hill Shalley of Macmillan are seen talking a celebratory toast together. When they were talking each other as had promised off to start their lives. But then it was Francesco and Hanson going to court - now both of them are off the case. Plus to change.

And the games. Better particularly enjoyed impact like Activision dominated. Plus the early 87 had handed them an up! Bonuslauncher from Superior Ultra's Cosmos. Game titles a listing. Looking Home (what other game has had two listings in 87?) David Ark and more recently, Marcus Deane's. Deane's is still always be welcome at the Sunday side Home for British Adults, but watch out for that budget.

■ END ■

IN NEXT MONTH'S ISSUE

Plus! You can't miss the special feature of a cutting across 4 months that'll take you through the ups and downs of the industry. You'll be getting a preview of the new magazine, and a special offer on the new issue. Plus, a special offer on the new issue. Plus, a special offer on the new issue.

Plus! You can't miss the special feature of a cutting across 4 months that'll take you through the ups and downs of the industry. You'll be getting a preview of the new magazine, and a special offer on the new issue. Plus, a special offer on the new issue.

Plus! You can't miss the special feature of a cutting across 4 months that'll take you through the ups and downs of the industry. You'll be getting a preview of the new magazine, and a special offer on the new issue. Plus, a special offer on the new issue.

Plus! You can't miss the special feature of a cutting across 4 months that'll take you through the ups and downs of the industry. You'll be getting a preview of the new magazine, and a special offer on the new issue. Plus, a special offer on the new issue.

Plus! You can't miss the special feature of a cutting across 4 months that'll take you through the ups and downs of the industry. You'll be getting a preview of the new magazine, and a special offer on the new issue. Plus, a special offer on the new issue.

Plus! You can't miss the special feature of a cutting across 4 months that'll take you through the ups and downs of the industry. You'll be getting a preview of the new magazine, and a special offer on the new issue. Plus, a special offer on the new issue.

Plus! You can't miss the special feature of a cutting across 4 months that'll take you through the ups and downs of the industry. You'll be getting a preview of the new magazine, and a special offer on the new issue. Plus, a special offer on the new issue.

Plus! You can't miss the special feature of a cutting across 4 months that'll take you through the ups and downs of the industry. You'll be getting a preview of the new magazine, and a special offer on the new issue. Plus, a special offer on the new issue.

CD-ROM EXCLUSIVE!

Next month's magazine ACE includes a special exclusive that could take the lid off the future of home entertainment systems. We've already told you about CD-i but the PACC have missed us for an important bit of the European software development job. So looking for it to be able to tell you a little about the sort of games you'll get playing when the system launches next year. Now it's complete with CD-i. Now that it's ready to go, we're the only gully - whether it's worth going to those games for.

YOU ARE TARGETED FOR TERMINATION

TERMINATOR 3 JUDGMENT DAY

ocean

© 2003 Ocean Group, Inc. All rights reserved.



TM & © 2003 Ocean Group, Inc. All rights reserved.

© 2003 Ocean Group, Inc. All rights reserved.

TERMINATOR

TM & © 2003 Ocean Group, Inc. All rights reserved.